

# N64 Gamer

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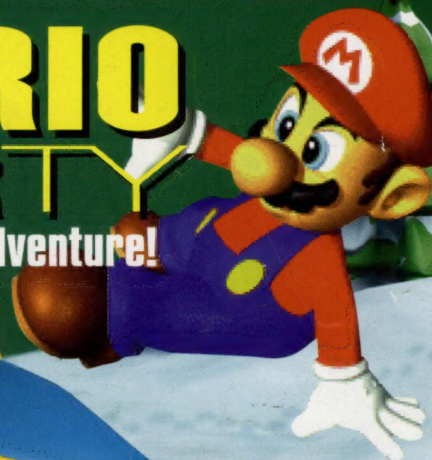
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about the year's most  
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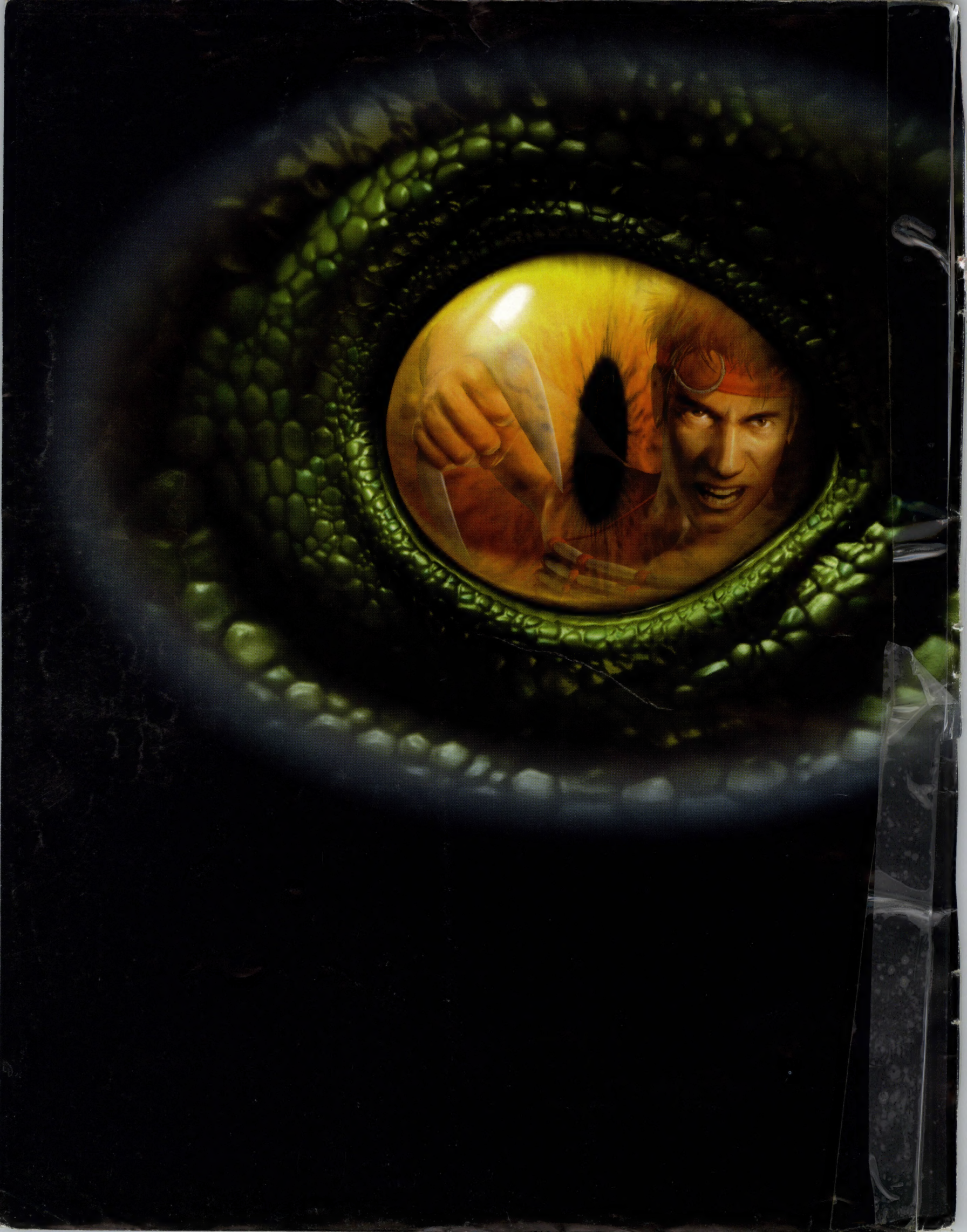


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# WHO'S THE MONSTER NOW?



**GAME BOY**



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## REGULARS

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- 26 **Mr Badass** Got some questions you need answered? Or are you stuck at one part in a game that you just can't get past? Mr Badass knows all, and he's guaranteed to help you out! This month he discusses Zelda tips and secrets!
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N64 Gamer recently managed to catch up with the programmers behind what could be the best game for N64 in 1999, Shadow Man. Find out just how much gore, violence and horror the programmers have packed into this game based around the cult comic book series.

### 72 **Playguides**

#### Rogue Squadron

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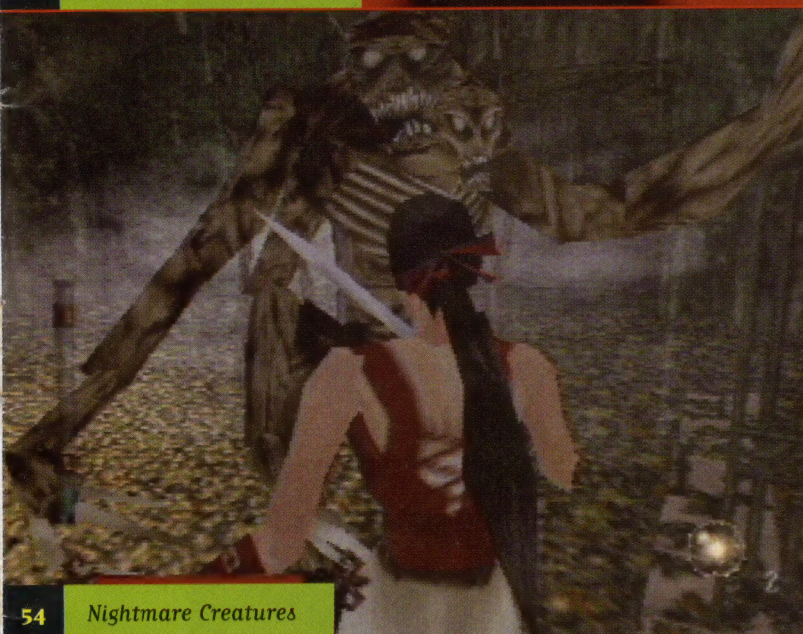
80 **Trading Page.** It's just after Christmas, and you've got plenty of old carts sitting around. What do you do? You send in your details to the N64 Gamer Trader page, that's what. In here you'll find the cheapest N64 games anywhere in Australia. Plenty of swaps to be had as well!

84 **Codes.** If you're after codes for your N64 games, then this is the place to go. This month we've got codes for Zelda 64, Buck Bumble, Rogue Squadron, Top Gear Overdrive, WCW Vs NWO: Revenge, and many more!

89 **Buyers Guide.** The perfect guide for all the new games released over the past few months. The Buyers guide will help you make the right decision when purchasing software.



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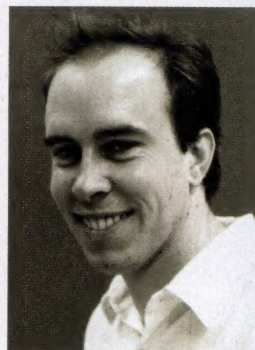


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## It's all coming together

**I**t's coming up to the 2nd anniversary of the N64's launch date in Australia, and while some think that the N64 is coming to the end of its reign as the World's most powerful system, the constant flow of software coming to the system tells another story.

*Resident Evil*, the long time Playstation-only game, has been announced for the N64 and, along with the gruesome and gory *Shadowman*, will ensure that adult gamers get their fair share of gaming fun. Acclaim reaffirm their commitment to the N64 with their announcements of *Turok 3* and *South Park 2000*. Rare also have a busy year ahead with *Perfect Dark*, *Banjo Tooie*, *Jet Force Gemini*, and *Donkey Kong Country 64*. There's even a strong possibility that the new Bond movie could end up on the N64 as well. Arcade fighting gurus, Capcom, also have an *X-Men* game on the way along with an as yet unnamed *Streetfighter* title.

More and more developers are also stepping onto the 4 meg bandwagon, so it looks as though high resolution games may be the standard on the N64 in the future. And finally, games like *Beetle Adventure Racing* also show that the N64 still has a lot of untapped 3D power under its bonnet, which makes us here at N64 Gamer salivate at the thought of what graphical beauty awaits us with games like *Perfect Dark*.

Yes, it does look as though the N64 is finally stepping into top gear.

It sure is a great time to be gaming!

*Stephen O'Leary*

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Printed by: Wilke Color

Separations by: Wilke Color

Distribution by: Gordon & Gotch  
Customer Service Ph 1300 65 0666  
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Next Publishing Pty Ltd

ACN 002 647 645  
ISSN 1320-7458

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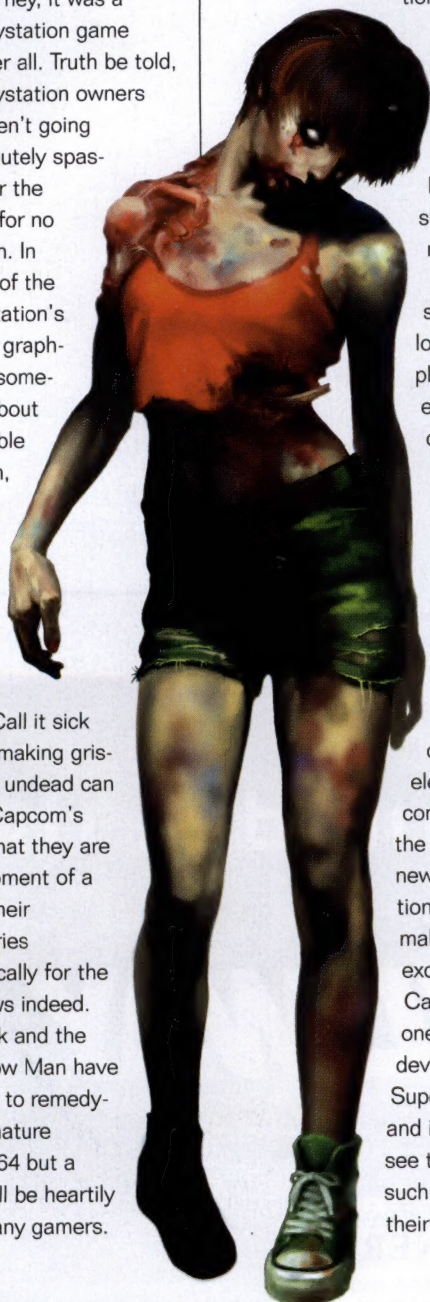


## RESIDENT EVIL BITES INTO THE N64



OKAY, OKAY. So we might have hassled Resident Evil a bit in the past. But hey, it was a Playstation game after all. Truth be told, Playstation owners weren't going absolutely spastic over the game for no reason. In spite of the Playstation's blocky graphics,

there is something very cool about pulling out a double barrelled shotgun, blowing a zombie's head clean off and laughing as the corpse collapses to the ground amidst a spray of blood. Call it sick if you want, but making grisly messes of the undead can be a lot of fun. Capcom's announcement that they are well into development of a new version of their Resident Evil series designed specifically for the N64 is good news indeed. Goldeneye, Turok and the upcoming Shadow Man have gone a long way to remedying the lack of mature games on the N64 but a few more will still be heartily welcomed by many gamers.



The Resident Evil games have always contained very compelling storylines about sinister organisations and how their genetic experiments have led to the creation of armies of hideous monsters. Your mission usually involves saving the locals by completing a variety of tricky objectives and killing anything with its brain dripping out of its ears using a variety of meaty weapons. The thought of all these elements being combined with the N64's sexy new high-resolution graphics makes for a very exciting game. Capcom were one of the best developers for the Super Nintendo and it's great to see them packing such a punch with their N64 debut.





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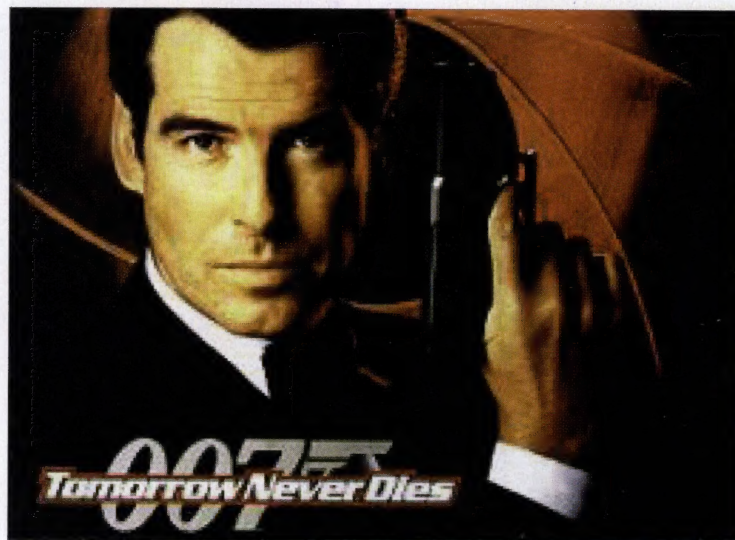


## RARE GEMS

Rare have established themselves as game programmers of incredible skill, their games have a perfect mixture of gameplay that is instantly accessible for beginners, yet packed with enough secrets and challenges to keep experienced players busy for months. N64 Gamer decided it was time to wet your appetites with a glimpse at the amazing things they have coming in '99 and beyond.

## BOND IS BACK!

MGM HAVE JUST UNVEILED the news that they are producing another Bond movie called: *The World is Not Enough*. Pierce Brosnan returns for the starring role and the question on everyone's lips is: what about the game? *Goldeneye* has been one of Nintendo's greatest success stories of all time. It has sold more copies than any other game besides *Mario 64* and obviously Nintendo are very keen to secure the rights to a sequel. At the moment Nintendo are bidding for the exclusive rights to the videogame conversions of the movie. So long as Nintendo get the licence then Rare will be enlist-



ed again to produce a *Goldeneye 2* of sorts. It's true that *Perfect Dark* is sort of a sequel to *Goldeneye* because it's made by the same

team and it is a very similar game. However, there's no denying that the James Bond theme works brilliantly with 1st-person shooters.

## JET FORCE GEMINI ROCKS HARD



RARE HAVE A TALENT for making 'cartoony' action games that appeal to wide audiences so it was no surprise last year when they announced that they were developing *Jet Force Gemini*. The Game is a 1st-person shooter like *Goldeneye*, but instead of going for the realistic atmosphere, Rare have emphasised action and team-gameplay. You land on a planet equipped with a variety of high-tech laser cannons and your mission is to decimate the hostile alien population with extreme prejudice. Your team consists of Juno and Vela (the Gemini Twins), and their dog Lupus. Lupus is no ordinary dog though, he is a bionic puppy that can transform into a variety of different machines.



The game is designed to take advantage of co-operative gameplay between these characters as you use their different strengths and weaknesses. The game can be played as a single player game, but it really shines as a two-player co-operative experience.



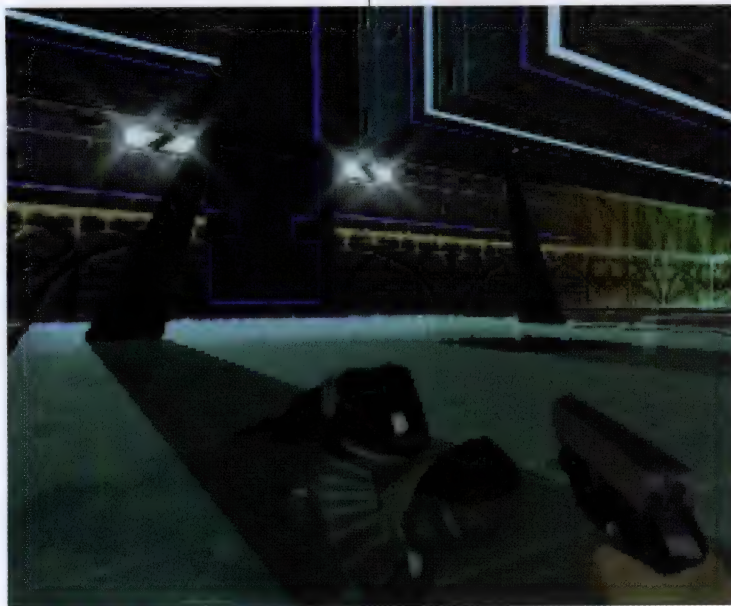




## PERFECT DARK

FOR THOSE OF YOU who have had your head stuck under a Playstation for the last six months, Perfect Dark is Rare's latest 1st-person shooter. It stars secret agent Joanna Dark on her mission to expose the infamous Data Dyne corporation which is running secret experiments on captured aliens. The game is programmed by the same team responsible for Goldeneye, so you'll notice a lot of similarities between the games. The mines for example, make a reappearance but this time they have a lot more uses, like blowing through walls into

secret areas. In fact, everything about the game has been improved. The weapons use tricky things like laser sighting and are generally much more advanced, the enemies now have cunning intelligence and the objectives are very involved and complex. As you can see, the graphics have also received a face-lift so that they take advantage of things like real-time lighting to create much more realistic experience. The bad news is that Rare have pushed the release date back from May, to possibly as late as August/September. We'll keep you posted.



## DONKEY KONG COUNTRY



IT'S BEEN MORE than six months since Rare hinted at the fact that they were working on a sequel to their popular Donkey Kong Country series for the N64. No further news on the game led many to speculate that it was nothing more than a rumour. Then, without warning, Rare released this tantalizing screenshot of DKC 64, proving that they had in fact been beavering away on the game for quite a while. Details are currently scarce but Rare have stated that the



game will be a large 3D adventure similar in style to Banjo-Kazooie. Expect to see a lot more about this game in the next few issues.





## TOP GUN SETS ITS SIGHTS ON THE N64

THE N64 IS RAPIDLY collecting quality titles in all genres of video gaming but the flight simulator genre is one of the few areas that has yet to be tapped. Paradigm's Harrier 2000 is in production, but while it looks like a promising



game, you can't help wishing for more. The recent announcement that Titus Software has acquired the rights to produce a game based around Tom Cruise's Top Gun movie will be welcome news for all fans. The development of flight sims have to be handled very carefully because it's easy for them to end up as a painfully dull experience where all you do is fly around picking off the odd fighter from so far away you can't even see the explosion. However, do



them well and they're an adrenaline pumping action-fest, filled with tight barrel rolls and intense dog-fights. Things are looking great for Top Gun because Titus

have hired Digital Integration who have plenty experience designing professional simulators for the military. Look out for more news on this hot title in future issues.

## IT'S DINOSAUR SEASON AGAIN

AFTER MUCH speculation, Acclaim finally confirmed that they have already begun work on Turok 3 and that it will be available for a Christmas '99 release.

Considering the huge advancements in graphics and gameplay that Iguana managed to achieve between Turok 1 and 2, the possibilities for Turok 3 are truly incredible. Acclaim themselves, said that although they were very happy with Turok 2, they didn't have much time to perfect the game's code to take advantage of the 4MB expansion pak. With another year to work on this, you can expect Turok 3 to



contain all the sorts of impressive visual effects that made Turok 2 so impressive, but at a much smoother frame-rate. As far as the storyline goes, Turok has killed off both the Campaigner and Primagen from the first two games so it's time for a new nemesis to step up to the plate. Nothing is certain yet but Acclaim have made several hints at the possibility of the mysterious 'Oblivion' creature (who's existence was never fully explained in Turok 2)

challenging Turok in the next battle. We'll have more news on this hot title in the next couple of issues.





## BUGS BREAKS THROUGH ON THE N64!



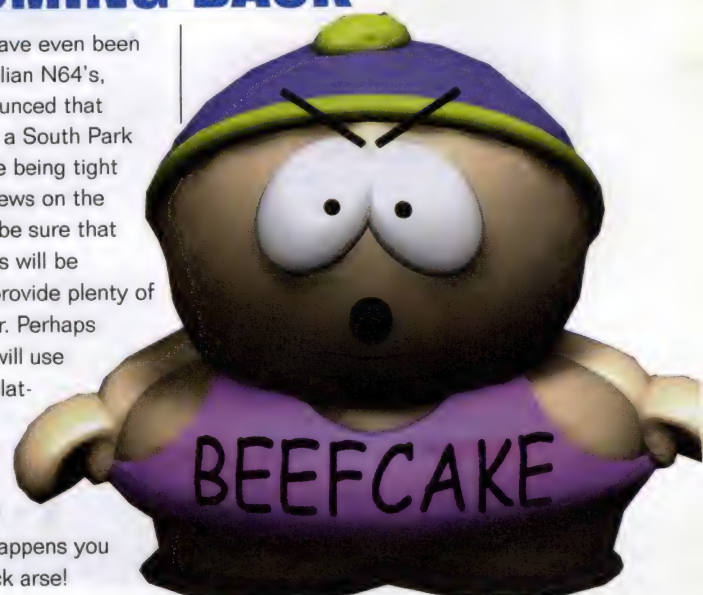
LOONEY TUNES SPACE RACE is an arcade-style cartoon racing game where the emphasis is not on speed, but on pulling wild, explosive gags on your opponents and witnessing their hilarious cartoon reactions. You choose one of the Looney Tunes characters and battle against one of the most destructive forces in the universe - Marvin the Martian! Marvin, upset because Earth's digital doodads are giving him bad television reception, plans to solve his problem simply - by blowing up the Earth!!! Using his newly developed Nintendium Q-64 Explosive Space Modulator, Marvin is going to set off a galaxy-wide electro-magnetic pulse which will rid the cosmos of those pesky electronic gadgets once and for all. (Of course, without electricity, Marvin won't have TV - but don't tell him that!) Unfortunately, due to a slight mishap with his Instant Martians, the destructive device's pieces are scattered all across the universe. It's up to Bugs and the gang to stop Marvin before he can gather them up and succeed in his plan! And, oh yeah, the ACME Corporation is paying 30 gazillion dollars for the recovery of the Modulator pieces. There are four different characters to use in Space Race; Bugs Bunny, Daffy Duck, Tweety, or Wile E. Coyote, with the object of the race being to cross the line first (after a certain number of laps) with Marvin's Modulator. As a racing game, Looney Tunes Space Race looks very colourful indeed. You can use various



weapons, called gags, to stop the other players from getting in front of you, and you'll also be confronted with a variety of different environmental hazards, like Black Holes. There are five different worlds to race in, each with 2 to 4 different tracks. In these worlds you can expect to run into all your old favourite characters along the way, like Marvin the Martian, Elmer Fudd and even Tweety Bird. With a multiplayer mode already included (up to 4 players), Looney Tunes Space Race should be a knockout title when it's released mid '99.

## SCREW YOU GUYS - I'M COMING BACK

BEFORE THE GANG have even been released on Australian N64's, Acclaim have announced that they're working on a South Park sequel. Acclaim are being tight lipped about any news on the game but you can be sure that the show's creators will be involved again to provide plenty of South Park humour. Perhaps this time Acclaim will use the gang in a 3D platform game where you get to bounce Cartman's fat arse all over the place. Whatever happens you can be sure it'll kick arse!





## BOMBS AWAY

RIDING ON THE PHENOMENAL success of the previous Bomberman titles (\*cough), Hudson are hard at work on their third Bomberman game for the N64. The game will be another 3D platformer, but this time you'll actually need to use your brain because the level layouts are going to be larger and more varied, with more strategy required. The most dynamic addition, at this stage, looks to be the addition of a support character who follows Bomberman around. The new character is named Pomyu and looks like a pink version of Pikachu from the Pokemon games. It's not yet known what Pomyu will do to add to the gameplay or whether he can actually be controlled by a second player. Titled Bomberman 2 (we're assuming Hudson are pretending the atrocious Bomberman Hero doesn't exist), the latest offering will hopefully include a four player mode to restore Bomberman's reputation of great multiplayer gaming.



## SHORT 'N' SWEET

### LEGO RACERS

ANYONE WHO GREW UP in the eighties would have had a bucket full of Lego. Building entire cities block by block and then thrashing your cars through them was great fun. Sure it may seem a bit lame now but it was a good idea at the time. Well, High Voltage are programming a game that will combine all our fond childhood memories of Lego blocks with a slick new 3D racing game. Lego Racers is similar in style to Mario Kart but it has a lot of new features. Being made out of Lego means that the cars



can be completely customised to your liking. There are also a variety of interesting power-ups, like the 'grappling hook' which fires out a cable that latches onto a car in front so that you can use its speed to catapult past it. We'll be previewing this original game soon for its June release.



## XENA CONQUERS THE N64

XENA: WARRIOR PRINCESS is the most popular television phenomenon in the world at the moment, she even beats Baywatch's ratings! There's something about a leather clad princess with a big sword that has captured the attention of countless fans. The prospect of controlling her in your very own N64 game would be more than enough to get most guys watering at the mouth. The news that there are in fact TWO Xena games headed for the N64 should be accompanied by a health warning for those with

weak hearts. The first, due for release in late '99, is a one-on-one fighting game, titled Xena Fighter. The licence is being developed by Saffire, whose previous N64 credits include Rampage: World Tour and the blood thirsty Bio Freaks. The TV show has heaps of action sequences, so expect the game to keep both fighting and Xena fans happy. Xena's partner, Gabrielle, will definitely be included and it would be a tremendous shame if the blonde, mega-babe, Warrior Queen; Callisto doesn't make an appearance.



## COMMAND & CONQUER YOUR OWN ARMY!



SOON TO ARRIVE on the N64 is the classic real-time strategy game (RTS), *Command & Conquer*. When it first arrived on the PC, it was immediately acknowledged as the undisputed king of the RTS genre. It centres around a near future struggle between a global peacekeeping force called the Global Defense Initiative and a ruthless, heavily armed terrorist army called NOD. You take control of either army and lead them to victory through a series of missions where the further you get the more advanced the weaponry you gain access to. There are multiple mission paths that lead to victory so you can play through the campaigns several times, each time taking a different set of missions.

For those of you with no RTS experience, they usually use an overhead view with 2D sprite based graphics, where the aim is to build a home base as fast as you can then train up your army so that you can go and stomp all over any other poor fool who's on the map. All this requires money though, and for *Command & Conquer* this comes in the form of a crystalline

mineral called Tiberium that you have to harvest. What made the original game so enjoyable was the huge variety of combat units at your disposal, with everything from marines and tanks to attack helicopters, nukes and even orbiting

satellite laser canons. This allows almost infinite variety in the gameplay, especially in multi-player games where this game really shines. EA have announced that they are releasing the game in March, so look for the full review!



## CAN YOU TELL ME HOW TO GET TO SESAME STREET?



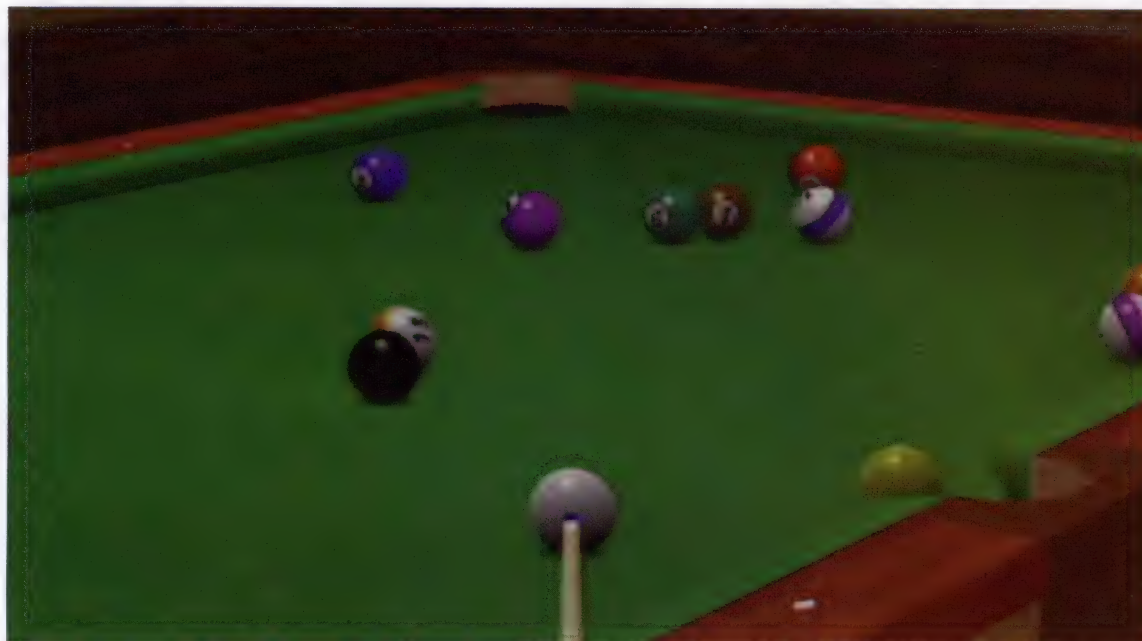
SESAME STREET is one of the longest running television shows ever. Most people would have

fond childhood memories of Bert, Ernie and the other Muppets. In fact, Oscar the Grouch were such

an inspirational role model, that I now live in a trash can. As part of its thirty year birthday celebrations, NewKidCo are developing a Nintendo game starring all your favourite characters, including Elmo, Big Bird and Grover. At this stage it's unknown what type of game it will be. Given *Sesame Street*'s emphasis on educating as well as entertaining pre-schoolers, it will probably involve counting exercises and learning the alphabet. This is one Nintendo title that all staff are eagerly awaiting. Hopefully Robert will learn some new words that don't start with F. This news article has been brought to you by the letter B and the number 5.



## BECOME A REAL HUSTLER WITH VR POOL!



SOME SPORTS GAMES, like bowling for example, make the lamest videogames you could ever get your hands on. The idea of bowling a ball down a lane might be good for a Friday night with a couple of friends, but on a console... No way. Pool can also be one of these sports, purely because no one has ever come up with a reasonable game engine for pool. Until now, that is.

VR Pool for the N64 is one of the best pool games ever made on any format, as it not only has lovely high resolution visuals, but it also has excellent gameplay and ball physics.

Apart from the excellent visuals, the first thing that will strike you after seeing VR Pool is the brilliant physics engine the game has. No longer are pool games limited by a ridiculous physics engine that sees balls bouncing off others with no real relation to the way we actually see them move on the pool table. Balls now spin and hit each other totally realistically and the game's control system allows for the most minute adjustments of shots to be played on the table. A full range of camera options are also available that allow you to view your shots from any angle, so to be sure that you hit the ball correctly. Also, the game has eight different types of pool

games available for play, each with their own range of rules, from the basic Pub rules we are all used to, to the competition-

style rules that the pros go by.

As a simulation game, VR Pool looks to be an excellent addition to the N64 game library. You

don't have to be a pool freak to play the game as the controls, graphics and the gameplay make the game an incredibly enjoyable experience. Look out for more news on this game, including a release date for Oz, next issue.

## YOU CAN BE A VIGILANTE



IF YOU'VE EVER watched the Mad Max movies and thought they would make a great game, then



Vigilante 8 is just what you need. The game is set in a post-apocalyptic wasteland where you drive around in a variety of heavily armoured killing machines. You will come across a number of other scavengers who will try to destroy your car and steal your weapons but if you kill them first, then you can use their resources to increase the power of your own machine. The hi-res graphics look



great and let you really appreciate the impressive effects like reflective mapping. Thankfully the game has also included a four-player deathmatch mode for you to really have fun with those pop-out machine guns and rocket launchers. The best feature though, is two-player co-operative mode where you can do things like leading enemies into your friend's ambushes.





## NINTENDO'S GOT WORMS

TEAM 17 HAVE just confirmed that they are developing a special version of their Worms series for the N64 called: Worms Armageddon 64. For those of you who haven't seen the title, it's a four-player simultaneous war strategy game



with a difference. Instead of long drawn out affairs where you have to meticulously position all your troops, each person has just four worms that they position around an environment. As it comes to each player's turn you have a few seconds to move your worm before it's time to fire off one of

your weapons and try to do as much damage to the opposing teams as possible. It's great fun with a few players. Especially if you all team up on one player and completely destroy his team before it even gets back around to his go again. Look out for the N64 version in a few months.

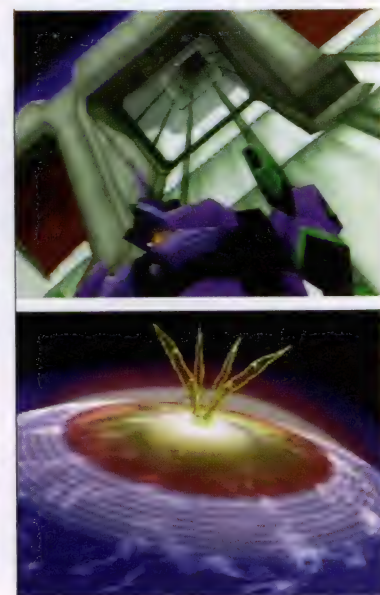
## ANIME SMASH HIT ARRIVES ON THE N64

ANYONE WITH A LITTLE bit of taste should be glued to their TVs on Saturday nights watching the monster anime hit, Neon Genesis Evangelion. Get those drool-bowls ready, folks, because Evangelion is in development for the Nintendo 64! Bandai, the company programming the game, are well known in Japan for making quality strategy/action titles for anime series such as the

Gundam games. For the unaware, Neon Genesis Evangelion describes the invasion of earth by Angels that had annihilated 75% of the earth's population 15 years earlier in a disaster known as the Second Impact. Ikari Shinji and 2 other child pilots are conscripted to pilot a group of robots called Evangelions as humankind's last and only hope for survival. Early



versions that we've seen of the game look very promising. Players can control their Evangelion units and duke it out with Angels from the show. Combat is turn based, and the outcome of battles are based on your ability to react correctly to the enemy's attacks with your weapons. When all the relevant selections have been made, you'll be shown a cut scene of the actions you've chosen and it looks 'exactly' like the TV show, complete with 3D effects and music that bears an uncanny resemblance to the anime series. Needless to say, anime fans should watch this space.





# Win Colour Go



*The winners from #10 are: tephen Gilmore, Robert Dowey, Tamara Groenewould, Darren Clarke, Daniel Lawdor-Annesley, Joshua Gill, Brad Osborne and Mark Richardson.*

*Acclaim, the legends behind Turok 2, have supplied us with **10** prize packs. Each pack consists of a new **COLOUR GAMEBOY** and a copy of the smash-hit Gameboy game: **TUROC 2**. To be in the running to win one of these packs, valued at **\$189.95**, all you have to do is subscribe to **N64 Gamer**.*

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## Letter of the month

Winner of the letter of the month, Mathew Rankin, picks up a Gamester N64 Rumble Steering Wheel. Keep those letters coming. Next month there's controllers and memory cards to be won.



**LIVEWIRE**  
DISTRIBUTION PTY. LTD.

HI,  
I've only just got my N64 and one game, and I don't really know that much about the N64 or its games. In that case, don't blame me if some of my questions are a bit stupid.

1. What is the difference between the N64 and some decent computer gear. Most PC games are cheaper and most computers have more than 4Mb of RAM.
2. I found all these Game

Shark codes on the internet for 1080 Snowboarding which are made up of just letters and numbers. How am I supposed to enter them.

3. What is inside a Nintendo cartridge?
4. Will there be a Micro Machines 64?
5. How did Super Mario 64 get 10/10 when there is always room for improvement?
6. Which of the following games would you recommend, and why?  
- Banjo Kazooie or Mario 64?

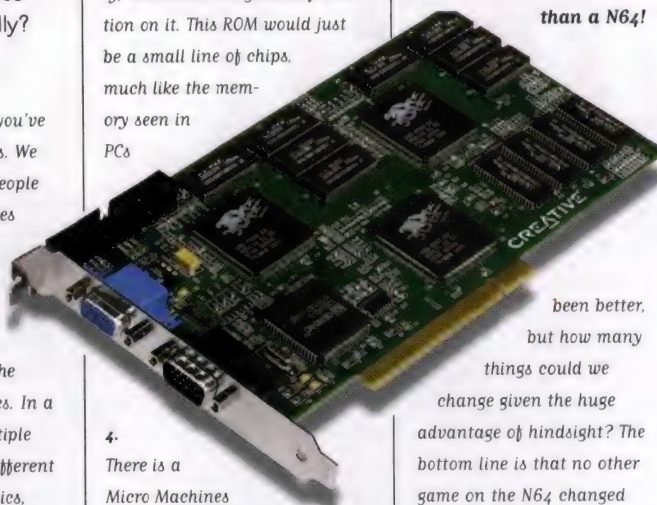
- V-Rally, San Francisco Rush or Top Gear Rally?  
Thanks,

**MATHEW RANKIN**

Hey Mathew, it's OK that you've asked some silly questions. We get all these mails from people asking us about nude codes for Goldeneye. How's that for silly?

1. PCs use one major chip (their CPU) that controls everything that the machine must do in games. In a console there's often multiple chips that each handle different tasks for the game (graphics, sound and the game engine, for example). You can add extra graphics cards and sound cards to up their performance, but this comes at a significant cost. The latest PC's outperform the N64 considerably in some games, but they cost many, many more times than the price of a N64. In regards to the price to performance ratio (how much graphics you get for your buck) the N64 is unbeatable at the moment.
2. A Game Shark is a cartridge that plugs into the N64 (and the cart plugs into it) which allows you to enter cheats into your N64 games. It currently isn't available in Australia.
3. Mainly ROM (Read only memo-

ry) which has the game information on it. This ROM would just be a small line of chips, much like the memory seen in PCs



PC cards cost more than a N64!

been better, but how many

things could we

change given the huge

advantage of hindsight? The bottom line is that no other game on the N64 changed gamer's viewpoints of games as much as Mario 64.

6. Banjo is a good game, but it borrows way too heavily from Mario to be given a better score. Banjo's additions, though, make it a lot more challenging, so it'll probably keep you going longer.

V-Rally is probably too technical for most people, as the driving engine reacts harshly to the slightest movement. SF Rush is a good game, but you'd be better off holding out for the sequel which is due out next month. Top Gear Rally has also been bettered by Top Gear Overdrive, which is available now in shops.



Anti aliasing provides smooth edges on all polygons on-screen. That's why this dude looks so nice!

TO THE DUDES AT N64 GAMER,

I have a few things to argue about. First of all I think that anti aliasing is a good idea, but too much of it makes the game look a bit too rough. Still, too little of it allows more polygons to be drawn and therefore better scenery to be shown.

Secondly, side scrolling games like Yoshi's Story and Mischief Makers were all done with great graphics and sound but most people would say that side scrolling games died with the introduction of the second generation

consoles, like the N64. That, in my opinion, is not true. Side scrolling games allow a younger generation to get used to newer systems, so they get used to basic gameplay and controlling games with the analogue stick.

Third, and finally, people have to learn that delaying games, like Zelda 64, means that the game developers have more time to fix problems with the game and possibly get better graphics and frame-rates. I've also got some questions for you.

1. After having Zelda for a week, I found the game to



be quite easy as I am already up to the Graveyard Temple. How far have you guys got to go and if you've finished it, how long did it take?

2. Will Zelda 64 run in high res while using the RAM expansion?

3. Why don't you guys have a magazine add-on CD with previous game reviews, and a list of all your magazines plus pics of any upcoming games? Thanks,

#### POIDA

Since I'm a very opinionated sorta bloke, I'll answer your questions with my infinite wisdom. The N64 can only run with its anti aliasing turned on or off. Turning it off does allow for some games to display more scenery (as in Automobili Lamborghini), but you tend to have a lot of jagged edges appear on the graphics in the game, which does make the polygons look rougher. Depending on the game, anti aliasing can be quite obvious (Mario 64, where everything looks smooth) or not so obvious (Dual Heroes, where everything looks, um, well, crap!). Personally, I think that 2D games have a lot of style and charisma that most 3D games lack. Sure, they're a tad simpler than 3D games, but they're still fun, and as you say, they're accessible to younger gamers where some 3D games aren't.

Delays are something that most gamers will have to deal with in the future. You see, as 3D games get more and more complex (graphics and gameplay wise), it takes more and more time to develop full 3D worlds and gameplay that's both complex and practical. It's true that these factors do delay the release of games - but - and this is a big but, games companies are going to have to spend more on these games in the future as more and more people are playing and waiting for games to be released. More

money must be spent so that we see more than just one or two great releases per year on consoles like the N64.

1. Yes, the hardened game players, like Narayan, completed the game in under a week. Steve, though, is still trying to get off the title screen.

2. No. A ridiculous situation, considering the delays of Zelda, you'd expect to make use of the 4 meg RAM pak.

3. We're considering something like that in the future, but because a great many N64 owners don't have PC's it wouldn't be used by every N64 Gamer who purchases the mag. At the moment, we'll just stick to putting out cheat books on the cover and the occasional feature book.

DEAR N64 GAMER, I've got something to say and it's about advertising.

Picture this: Let's say that I'm an ordinary 15 or 16 year old who doesn't know much about video games but wants to buy a system. I also haven't decided whether or to buy a Playstation or N64. Every time I watch South Park I see "This program was brought to you by



Resident Evil - another tree huggin' hippy game, yes?

Playstation". When I walk into a department store and look at the N64 area I see around 30 N64 games, including Rakuga Kids. Then I look at the Playstation area. I see over 100 games, with adult titles like Resident Evil 2.

I really wonder which machine I would choose in this situation...

If you think Nintendo are leading the videogame

market then you are just bloody kidding yourself. And this is for one reason: the Playstation is seen as cool and the N64 is seen as a kids machine. The N64's games are way better than Playstations, but this is only seen by those who are really into videogames. Normal people, like the guy mentioned above, just want a machine with cool games that they can have fun with. From what I've seen in advertisements, the Playstation is a far better machine for that age group.

South Park is a game that could potentially sell thousands of N64s, but if I didn't buy your mag then I wouldn't even know it was coming.

Don't get me wrong - I own a N64 and I love it, but I think that Nintendo could make some improvements.

#### BOB THE SLOB

I'm half inclined to say to you that you should go and play your games and not give a stuff about what others are playing, or who thinks what is cool. You should get home from a day at work or school and just sit down in front of your N64 and play some of the best games in the



Sony definitely have better ads

#### Write To Us:

If you have some questions about game releases, accessories, or just want to say something about N64, write in to N64 Gamer magazine at,

#### N64 Gamer Magazine

78 Renwick St

Redfern, NSW 2016

or email:

N64gamer@next.com.au

So, step to it with your ideas and thoughts.

We are also looking for reader art to fill these pages, so if you're looking to get your drawing skills shown off in our mag send your stuff into the above address and next issue we will print the best efforts!



Playstation, as they're guaranteed to get higher sales, even if their game plain sucks. Perhaps not for the sake of being cool, but for the sake of getting a larger number of N64s out there. Nintendo should think about marketing their console a bit better than they currently do.

DEAR GAMER DUDES,  
With rumours about the Nintendo 200 console flying around I thought I might have something to say about it. If Silicon Graphics supposedly have no console designs of chips ready for Nintendo, why don't Nintendo go with 3DFX instead. Remember that Sega terminated their contract with 3DFX for the Dreamcast? Imagine a console with Voodoo 2 cards in it! It would be amazing! If Nintendo don't sign 3DFX soon, the Voodoo 2 chipset will be snapped up by some big mother company who'll make a 3D console that'll blow everyone away. PS. Is Robert Garcia actually tough, or is he really a weak, squirmy guy with foggy glasses? Signing off,

**MICK O'NIEL**

Things are very hush, hush at the moment with regards to Nintendo's next console and what chipset could be used in it. Although the Voodoo 2 chipset is very powerful, it is a multi chip setup (3 chips on the one board)



South Park sure is one of the most popular TV shows now. How's the game? Well...

which is way too expensive and bulky to be useful in a console. Still, 3DFX have more than enough knowledge and skill to develop a specific console chip that could power the new Nintendo console. With 3DFX's programming libraries and the chip's compatibility with PC games it would make an excellent choice for Nintendo. Sega made a similar choice with their Dreamcast console which has near full PC compatibility which will ensure a steady line of conversions. Come on Nintendo, get your act together!

Robert really is a hard man. Just the other day he and Mr Badass had another altercation in the office. They smashed nearly all the furniture AGAIN! Damn children...

DEAR N64 GAMER PEOPLE,  
You guys suck! Your reviews are crap and you all look like a bunch of idiots. What's with Steve - the big hairy gorilla? I hate you, I hate you all!

Now that that's out of the way I have to confess that I'm a very aggressive person who's subject to paranoid delusions. If anyone insults the N64 near me I am inclined to beat them about the head with the closest available material, namely bits of steel and large chunks of rock.

Anyway, I have a complaint about the game called Goldeneye. You see, it wasn't violent enough. Granted the game is very realistic in the way the sol-

diers fall down, but I just wanted to see more gore.

It's also a sad fact that most people have only bought consoles and their games for the graphics and not the gameplay. It's true that games like Banjo Kazooie and Mario would not have had the same amount of success if they didn't have awesome graphics. I started gaming when I was eight years old with my Atari 2600 and then I moved on to Nintendo. Those years were the greatest years in my gaming life because the games had very simple graphics but were very addictive with their awesome gameplay. The only reason I moved onto the N64 was because of Mario

64. When I heard that Mario had finally made the trip to 3D, I immediately bought an N64.

Anyway, now for some questions;

1. In Mission Impossible on level 16, where the hell do I find the gas injector?
2. In Banjo Kazooie, near the entrance to Click-Clock Wood, after you hit the witch switch inside

the level, a puzzle piece appears way up in a tree. How the hell do I get it? Anyway, thanks for listening to my diseased rumblings.

**DAVID CAMPO**

No problem. We already knew that we are a bunch of losers. But did you know that you're a festering puss scab on a hyena's bum? Probably not, 'cause you're too busy licking the green slimy dribble from your pet baboon's mouth.

OK. We've previously mentioned that we would like to see a little more violence in games. A bit of brain splatting here, a little bit of blood-soaked gore there; what's the difference anyway, it's only a game...

Of course people buy games for the graphics alone. That's the reason why a certain Bandicoot game on a certain console has sold so well. You have to expect bodgy games that look good on consoles today. After all, there are plenty of big budget Hollywood flop-ass movies these days, aren't there?

You do have a small point about older games. There are some SNES games that do have classic gameplay, but advances in graphics have also allowed much better and more in-depth gameplay as well. Games like 1080 don't really rely on their graphics as they have solid, engrossing gameplay that's real-



The Nintendo 256?  
Expect some news soon



istic and fun.

1. The Gas injector is a weapon that can be found behind the pump house (the large building with the huge pump/generator engine in it). Use it to take out all the commandos in the guard house.
2. You'll have to enter Click-Clock Wood in the season that will allow you to use the bumble bee (You need to change to him at the Witch Doctor). Use him to fly up to get the jigsaw piece.

HI GUYS AT N64 GAMER, I've a few questions to ask you.

1. When is the 4 Meg RAM expansion going to be released in Australia and how much will it cost?
  2. Is Turok 2 really better than Goldeneye?
  3. What does R.P.G mean?
  4. Is there any way to fix the analogue controller because it's really hard to turn and gets all that white crap in it?
  5. What age group is Yoshi's Story aimed at because I beat it in a half an hour and I'm only 13?
  6. Can I have the Naked girl cheat for Goldeneye?
- Thanks,

MR ANONYMOUS.

OK dude, here are your answers:

1. The 4 Meg RAM expansion will go on sale on the 22 January. It will hit the shelves at the same time as Rogue Squadron and will retail for \$39.99.



Rogue Squadron is one of the many N64 games to use a high res mode

2. Well, yes and no. The graphics in the game are much better than Goldeneye's (with the RAM pak) and the frame-rates are generally faster, giving a smoother playing game. The weapons are also better than Goldeneye's. But, and this is a big but, the game was converted poorly to the Australian N64 as it has borders and runs at a slower speed than the US version. This sucks big time and we at N64 Gamer are most disappointed with the conversion. Given this, and that some people just love the spy-guy theme of Goldeneye more, we have to recommend Goldeneye as the better game for Aussie gamers.

3. R.P.G stands for Role Playing Game. Games that fit into this category are dead set boring (shut up, Robert - Steve). Seriously, they are games like Zelda 64 and Secret of Mana on the SNES.

4. The white crap on the controller is actually plastic particles that have been ground down off the base of the stick and off the stick itself. Try being a little gentler with the stick, as there's not much you can do about it other than that.

5. Yoshi's Story was quite short, although the game's multiple paths gave it some added life as it would take quite a while to discover all the paths and see all the levels in the game. As the game was 2D and used static backgrounds (and these take up a lot of RAM), there was no way that it could have been longer than a game like Mario 64, which made it a disappointing game overall. Donkey Kong 64, which has just been revealed to Japanese gamers, uses 3D graphics, so it's sure to be much more complex and rewarding than Yoshi was.

6. OK, I'll say this for the LAST time. There is NO nude code for Goldeneye. OK! We just bodsied up an image with a backdrop

from Goldeneye and an image of a super model. That's it! Now, with that out of the way we can concentrate on publicising how it's possible to modify your N64 with a few paddle pops sticks and a bobby pin so that it becomes a 128-bit console...

ok, I'm a proud owner of a N64 and I'm pissed off. Do you know why? Well, I want to know the answers to these questions fast, so get to it!

1. When the hell will there be a porn game for the N64? They have them on the Playstation, so why not the N64?
2. How powerful is the machine that does the cover art for your magazine. Is the N64 capable of such excellent graphics?
3. What are some good games that I should buy for my birthday?

Thanks,

FROM PISSSED OFF.

All these little children with temper tantrums... Oh dear.

1. Well, well, well. To answer your question with a question. When do you think hell will freeze over?
2. It's actually just a Macintosh computer that our dude, Matt, uses to do these images. He draws them all using a program called Photoshop, which is a bloody amazing effort.
3. Well, you could start with Dual Heroes. Then there's also War Gods and Gasp Fighters. That should please the fighting game freak in you. If you like platform games then you should get Starshot, Chameleon Twist or even Gex. For driving games don't forget Off Road Challenge and Crusin USA. Also make sure you pick up a copy of College Hoops. Oh well, have a nice birthday. Maybe you'll fall down a drainpipe somewhere...



Zelda — the pinnacle of RPGs.

## TOP FIVE

1. Zelda 64
2. Banjo-Kazooie
3. Goldeneye
4. 1080 Snowboarding
5. Turok 2

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# MR. BAD ASS

Mr. Bad Ass is a 250 pound mass of muscle who lives to play games and there's nothing he hasn't conquered. So if you're stuck in any game then send your problem in and we guarantee that Mr. Bad Ass will be hard enough to help you out! Also, send in any secrets or glitches that you discover yourself and anyone that manages to impress Mr. Bad Ass will score a free game.



## ZELDA

### Zelda Secrets

I found that if you play Epona's Song to cows, then they will give you milk which refills your life for free. You need an empty bottle for this to work. (You can learn Epona's Song by talking to the young girl in the middle of the horse ranch. Show her your ocarina and she will teach it to you - B.A.).

If you see a heart piece or a gold skulltula token, but you can't reach it, you can collect it with your boomerang. (You can also use your hookshot as adult Link to do the same thing - B.A.).

Short on money? Sell a fish to the kid standing under the stairs in Hyrule Market and he will give you 100 rupees.

John Berry, VIC

### More Zelda Secrets

I found something quite cool in Zelda. Make your way past all the guards and into the courtyard to talk to the Princess in Hyrule Castle. Now look to the left of the courtyard and you will see several pictures of Mario and the gang



through the window. If you shoot this window you'll get a red rupee. Now if you shoot the other window, someone will look at you, tell you to scram and then throw a bomb at you.

Nathan Douglas, QLD

>> Mr. Bad Ass

Is that the best you guys can do? If you spuds combined your intellects, you still wouldn't hit double digits.

### Q. Zelda Problem

How do you get through the frigging cobwebs in the Deku Tree Dungeon?

Jack Frail

>> Mr. Bad Ass

How dumb are you? Even Robert Garcia could outsmart you in a game of rock-scissor-paper (and he's so stupid he always picks rock). All you have to do is use one of your Deku Sticks. Pull it out, hold it in the flames of a torch and then use the burning stick to burn the webs away.

### Q. i'm Stuck

I'm playing Zelda and loving it but I can't figure a few things out. I have all the Spiritual Stones, the Sages Medallion of Light and I have travelled forwards in time. Sheik told me to go to Kakariko Village and learn a skill. I can't find anything. What do I do?

Also, I woke this pale guy in the Lost Woods, he gave me these mushrooms and told me to give them to the old hag in the potion shop. I did this and I took the medicine to the girl in the woods. She gave me something

and said something about 'Stalfos'.

What the hell do I do?

>> Mr. Bad Ass

In Kakariko Village, you have to go to the graveyard at the back of the village. On the left hand side of the graveyard, you'll notice a grave with flowers on it next to a patch of soft soil (those brown squares of soil with a dot in the middle that you can plant magic beans in). Pull the gravestone back and you will find a hole. Drop down and race the ghost inside. You'll be rewarded with the hookshot. Do it really fast and he'll also give you a heart piece.

As for the girl talking about Stalfos - you have to go to Gerudo Valley. Just make your way around the perimeter of Hyrule Field, past the entrance to Lake Hylia, and you'll find a desert area. Go in and make your way to the first carpenter. You need to have Epona the horse to jump across the canyon. Give him the saw and he'll give you a broken sword which you should take to the peak of Death Mountain. Take a few more items to the people you're told to and you'll be rewarded with the Big Goron Sword.

### Q. Can't find the exit

I'm stuck on the first level of Turok 2. I've been through every part of the level and completed all the objectives but I can't find out how to get to level 2. Please help me out.

>> Mr. Bad Ass

You can't even get off the first level? You idiot! You really do need help. When you get to the end of the level you'll find the Flesh Portal (that thing with all aliens in it and the part of the 'Nuke' weapon). Now you have to backtrack through the level for a little bit to that big building

with the round fountain in front of it. Where there was a key on the top floor of the building and there was a long trench on the other side of the fountain. Drop down into the trench and make your way to the far end. You'll find a few switches you have to flip to open a door leading to the exit portal.

### What does



### Q. it say?

In F-Zero, when you complete the Master difficulty on the X-Cup, instead of the normal fireworks, you see a secret message in Japanese. What does it say?

David Mathews, VIC

>> Mr. Bad Ass

It says "you have no life". I've got to say I'm disappointed this month. Not one of you sadboys have managed to impress me in the slightest. Oh well, I guess that's an extra game for me this month...



## Wheel Spins

We thought you might be getting a bit sick of using your control pads for your favourite racers so we scrapped around and found 2 MAD CATZ WHEELS which we're going to give away to some lucky sods. To enter, simply answer this question:

*"What's a 5 letter word for a round thing that rolls along the ground?"*

Put your answer on the back of an envelope and send it in to:

**I'm Stupid Comp**

N64 Gamer

78 Renwick st, Redfern, NSW, 2016

## What a Rush

Those generous guys and gals at GT Interactive have supplied us with 4 COPIES OF RUSH 2 for you guys to play with. All you have to do to be in the running is answer this question:

*"What's a four letter word for being in a hurry?"*

Put your answer on the back of an envelope and send it in to:

**Rush 2 Comp**

N64 Gamer

78 Renwick st, Redfern, NSW, 2016



## Winners

### Wipeout

Ronald Dieth  
Justin Brennan  
Brett Gore  
Xavier Forsberg  
Gary Clementson



### Madden

Justin Braakhuis  
Brad Sutherland  
P. Marciano  
Troy Wilkinson



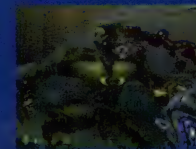
### Spacestation

Daniel Schoepf  
Michael Hoang  
Nathan Johninke  
Carly Irwin



### Turok 2

Luke Matviko  
John Stimpson  
Kiri Lewis  
Jackie Roberts  
David Hartman  
Jay Jervis



*Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.*



## Kick Ass

Those legends at Acclaim have been kind enough to supply us with 8 COPIES OF SOUTH PARK to give away to lucky readers. All you have to do to enter is answer this question:

*"Who's the coolest South Park character?"*

Put your answer on the back of an envelope and send it in to:

**Cartman is Cool Comp**

N64 Gamer

78 Renwick st, Redfern, NSW, 2016

ALL COMPETITIONS CLOSE ON THE 10th MARCH



## Mario Party

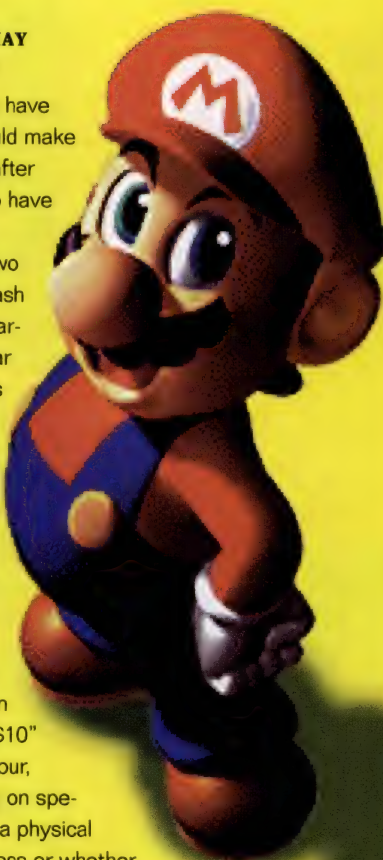
PUBLISHER: NINTENDO AVAILABLE: MAY  
CATEGORY: 3D BOARDGAME PLAYERS: 1-4

EVER SINCE MARIO 64 WAS RELEASED, people have been anxiously wondering when Mario would make another appearance on the system. Well, after keeping us waiting for two years, Nintendo have announced not one, but three new Mario games in the space of a month. The first two to be announced were Mario Golf and Smash Bros, which is a four-player beat 'em up starring a large cast of Nintendo's most popular characters. Mario Party, though, is perhaps the most unusual game of the lot. It allows up to four players to compete on a variety of 3D boardgames. You have to roll the dice (which are blocks above your heads that must be broken open by jumping and headbutting them) and then move the appropriate number of spaces on the board. I know this sounds lame but don't worry, landing on squares doesn't result in the normal boring things like "you have won second prize in a beauty pageant, receive \$10" or "there has been a bank error in your favour, collect \$50" - yawn. In Mario Party, landing on specific blocks means you have to compete in a physical challenge to decide whether you can progress or whether you miss a turn. These challenges take the form of over fifty different mini-games. As you play you will have to participate in a variety of wacky games like one where you have to make your way under a series of wooden beams set at waist-height. To do this, your character must limbo dance under them as you try to lean back enough to make it under, without leaning back so far that you topple over onto your butt. Watching Donkey Kong do the limbo dance was so funny that it had the entire office crowded around laughing as they took turns. Another office favourite was a white water rafting challenge where Mario is on one side of the raft and he has to use his oar to paddle faster than the four characters on the other side of the raft. There are little guys with sticks on either side of the river that smack the players who come near the shore, so you have to try and paddle the raft to the far side of the river so that your opponents get smacked.

Other games include fishing for prizes, tug-of-wars with Bowser vs. the rest of the players, bobsled racing and even a 'ball battle' where you and another player have to balance on large rubber balls floating in water as you attempt to knock them off first. All these games

are quite simple but they're also lots of fun to play. You can choose from all your favourite characters like Yoshi, Wario, Donkey Kong, Princess Peach and of course Mario. Mario Party may not be a serious sequel to Mario 64 but the huge amount of different games will

make it a multiplayer favourite. When your friends turn up for a visit you can always put on a Mario Party of your own!









## California Speed

PUBLISHER: **GT INTERACTIVE** AVAILABLE: **APRIL**  
CATEGORY: **RACER** PLAYERS: **1 - 2**

ARCADE GAMES FROM MIDWAY AND ATARI are fast becoming some of the most played games on the N64. Originating on 3DFX hardware, which supports similar features to the N64, the games end up looking and playing remarkably like their arcade counterparts. And Atari's latest racer, California Speed, is no exception.

Using an enhanced version of the Rush 2 graphics engine, California Speed is a racer that goes for a slightly different style and feel to Rush 2's insane jumps and ridiculous physics. The increase in speed is immediately noticeable when compared to Rush 2; this game moves at a much faster pace. Spectacular jumps now result from high speed drop offs or crescents on the track, rather than any ramps or secret jumps. Still, California Speed concentrates on the game's driving engine rather than just performing crazy stunts, and after seeing a beta version of the game we can say that it's shaping up to be on of the best racers on the N64. In effect, California Speed looks a lot like Cruisin' USA on steroids. The game looks to be everything Cruisin' USA and Crusin' World should have been.

In converting the game from the arcade, Atari decided to add a extras like bonus tracks and a two player mode. Some of the game's tracks include; Silicon Valley, Santa Cruz, San Francisco, Los Angeles, the Mojave Desert, Yosemite National Park and more. Every track has different types of scenery and the use of colours and texture detail is more impressive than Rush 2. California Speed's tracks are set in totally weird and unrealistic locations. One of the tracks runs through a giant underwater aquarium with fish swimming outside, while others run through giant volcanos, along roller coaster tracks, through shopping malls, and forests that are filled with giant trees. Like Rush 2, each of the game's tracks are filled with short cuts that allow you to cut valuable seconds off your lap times, but finding them is the difficult part as they are hidden much better than they were in the Rush games. Frame rates are smooth at the game's current stage and the disappearing point has been pushed way back, although the game doesn't have the tall skyscrapers and massive buildings that are common place on the tracks in Rush 2. The two player mode currently only features straight out racing, but we're hopeful that Atari will put some special modes into the game before its completion.

Over 15 different cars are available for use in California Speed, with plenty of hidden cars available for selection after key lap times have been beaten. Cars can be fully customised, with tyres, suspension and even paint models being totally adjustable.





## Beetle Adventure Racing

PUBLISHER: ELECTRONIC ARTS AVAILABLE: APRIL  
CATEGORY: RACING PLAYERS: 1-4

IF YOU THINK OF FAST CARS with sleek curves, breaking the speed limit and impressing chicks, then the words 'VW Beetle' would be the furthest thing from your mind. Yet, when confronted with the idea of developing a racing game for the N64 that combined both exploration and racing mayhem, Electronic Arts couldn't think of a better car to base this game on. Even though some people view the Beetle as an old timer's vehicle, there's that something special about the Vee Dub that oozes style, class and character. Well, EA have joined forces with Paradigm to create a relative 'Herbie goes bananas' racing game that has it all; great graphics, excellent physics with awesome control and incredibly huge tracks to drive around.

Not since the San Francisco Rush series has a game been created that has almost unlimited freedom to go anywhere and do anything. BAR follows the traditional racing formula with Championship modes that allow you to race against other cars over the game's six tracks. Don't expect to just follow the course though. Half the fun in BAR is finding all of the game's different shortcuts. The thing is, there are so many of them that it's really incorrect to call them shortcuts. players can explore nearly every part of the different tracks. Approaching a barn on a corner doesn't mean you have to drive around the barn; go through it instead. Likewise, lots of section in the tracks can be bypassed altogether by jumping over chasms, smashing through buildings and even 'going bush'. Each of the six tracks has its own unique theme and is littered with roadside objects that suit its location. The English track has old-style barns and mills, the mountain track has ice layered roads and frozen peaks that are constantly being covered with falling snow, and the Egyptian track has huge Pyramids that you can even drive up to and enter, exploring their caverns and tunnels.

It's terribly easy to get lost in the game's incredibly detailed environments. This is made all the more tempting because of the game's incredible 3D graphics. Awesome lighting, excellent smoke and particle effects accompany smooth frame-rates.

On top of the game's great single player game is a multiplayer game that rivals Mario Kart 64. Nine extra tracks and a host of power-up weapons are available for use in this 'find the coloured icon-based' game. Players must try to steal different coloured bugs from each other in order to assemble a whole range of colours. You can use the game's assortment of weapons to steal these icons off the other players, with the end result being a multiplayer game that is incredibly enjoyable. Overall, Battle Adventure Racing looks to be a real winner!





## Magical Tetris Challenge

PUBLISHER: CAPCOM AVAILABLE: APRIL  
CATEGORY: PUZZLE PLAYERS: 1-2

FINALLY. A Capcom title has been released on the N64! Praise to the Lord! What? It's a puzzle game! How the hell can this happen?

Magical Tetris Challenge is basically Tetris with a the ability to play as one of the Disney characters. Mickey Mouse, Donald Duck and Goofy can be used in this amusing puzzle game. The graphics sure are colourful enough and there are plenty of cut-scenes between matches to break up the standard Tetris action. New to the Tetris game is the TNS feature. The Temporary Landing System displays where the puzzle piece you're using will fit. This really helps beginners come to grips with the basic gameplay in Tetris, as well as a few oldies like Steve, who still can't get used to the ideas behind the game. As far as multiplayer game-play is concerned, Magical Tetris Challenge only has two player support, which may be seen as a cardinal sin by many Tetris lovers. Still, it plays exactly like the old Gameboy version and features enhanced graphics, so be sure to look for a review next issue if you're after the game.



## Mystical Ninja 2

PUBLISHER: NINTENDO AVAILABLE: JUNE  
CATEGORY: 2D PLATFORM PLAYERS: 1-2

KONAMI'S FIRST MYSTICAL NINJA GAME for the N64 was a quite enjoyable mixture of RPG-like exploration and straight-out action. However, many fans of the series were a bit disappointed because it was quite different to the 2D style of the original games. For the sequel, Konami have returned to their roots with a scrolling 2D platform adventure. As Goemon makes his way along the levels he must take advantage of things like tree branches to swing between with a number of gymnastic moves. The game even includes the ability to jump on a wooden horse that you can use to kick the crap out of the enemies. You also need to collect money during the action levels so that you can buy supplies when you make it to the villages at the end of each stage. Instead of the straight 2D look of Yoshi's Story, the graphics are constructed out of polygons so that trees and cliffs scale past in true 3D. The effect looks quite nice but it's nowhere near up to the standard of graphics we have come to expect from titles like Mario and Banjo. The game is very faithful to the style of the original games, however, by pleasing the fans, they may fail to impress the majority of gamers who are after fast-paced games with amazing 3D graphics.



## Carmageddon 64

PUBLISHER: **INTERPLAY** AVAILABLE: **APRIL**  
CATEGORY: **RACER** PLAYERS: **1-2**

ANYONE WHO THINKS CARMAGEDDON is a serious racing game is sadly mistaken. After all, what is remotely serious about driving around crowded streets trying to run down innocent civilians? Well, serious it ain't, but fun it certainly is. For obvious reasons, Carmageddon was a huge hit on the PC and now its developers are hard at work on the N64 version which plans to be bigger and better than the previous PC game.

One would normally think that the N64 would be the last format of choice for a conversion of a game like Carmageddon. The ability to run down, mash, stomp and grind people into pulp isn't what the censorship board would call 'wholesome gameplay' and many have feared that Carmageddon would get the axe because of its excessively violent nature. Well, the only real modification to the gameplay is that the normal civilians and bystanders who became bumper fodder are now replaced by undead zombies. Apparently it's OK to kill zombies, as they don't really resemble people. Go figure...

Anyway, Carmageddon 64 is well underway and will contain the PC version's 35 tracks as well as a few tracks specifically designed for the N64.

Players initially get to choose from 10 different cars with 10 drivers, all of whom look like they're on day release from the funny farm. Each of the cars is quite different from the others, with some cars resembling monster trucks and others looking like sleek drag racing machines. Once selected, you make your way into the game and compete in the mayhem. The basic idea of the game is to come first, just like any other racing game. However, there are no rules - at all. You start with a small amount of cash that you can use to repair your car on the spot (no need to pull into a garage). This is a necessity because your car takes damage from every hit, bump and scratch it receives. If you run out of cash and you cannot repair your car then you are very likely to blow your engine and lose the race. Now, during the race you can do anything to ensure your opponent doesn't cross the line first. You can; push him off the track into a body of water (lake, or river) roll him onto his side or stop and smash him senseless until he explodes. There are no limits to the ways in which you can destroy your opponents. Scattered around the tracks are various power-ups (like money, double power, invincibility etc) that you can also use in your quest to kill everyone. Also, and this is a big also, the zombies can be killed for money, with extra gruesome killings (running them into a wall and grinding them into the concrete) being rewarded with extra bucks.

Carmageddon offers much more than what initial inspections reveal, and with the multiplayer feature it could turn out to be one of the best games of '99. Expect news and a review soon!





## Snowboard Kids 2

PUBLISHER: NINTENDO AVAILABLE: JUNE  
CATEGORY: WEAPONS/RACING PLAYERS: 1 - 4

SNOWBOARD KIDS WAS ONE of the surprise hits of '98. A small company called Atlus developed the game and released it without any hype. It wasn't anything spectacular graphically but its 'Mario Kart style' gameplay managed to provide a more enjoyable multiplayer experience than big name games like Diddy Kong Racing. The control was simple yet polished, so that beginners could pick it up and have a great multiplayer game without having to worry about mastering tricky controls. Snowboard Kids was all about having fun with the outrageous and bizarre weapons. Atlus are continuing the multiplayer emphasis in their sequel. You will have to compete against three other players on a variety of outlandish slopes. Don't expect the usual boring snowy slopes in Snowboard Kids though. All of the game's tracks are filled with unrealistic amounts of sharp corners, jumps and canyons to negotiate. You won't be confined to simply racing down the sides of treacherous mountain sides either. There are a variety of new boards that will allow you to race in all manner of environments. The rocket board for example, will let you race uphill and even through the vacuum of space. There's even a motorised board that can propel you through water for races along the ocean's bed.

The sequel will also contain ten all new power-ups, ranging from the standard projectile attacks to the more interesting ones like parachutes that can be fired at your opponent and others that give you the ability to create avalanches in the snow. Unlike most weapons based games, Snowboard Kids makes you buy your power-ups. You can earn money by finding it in tricky spots on the track or by receiving money for any successful stunts you pull off. There are now a huge variety of tricks and stunts that you can execute and the control method has been tweaked so that they're much easier to perform. As well as the standard 'Speed' races where you have to obtain the fastest time, there are now two new modes. In 'Trick' mode you are scored on the number and quality of stunts you perform and the 'Shoot' mode scatters snowmen with targets painted on them, all over the course, and you have to shoot down as many as possible. Atlus are trying to make Snowboard Kids 2 into a bit of an action game by introducing bosses at the end of each track that must be killed before you can progress.

Even though the multiplayer game in the original Snowboard Kids was one of the finest on the system, Atlus have stated that they are putting the most amount of effort into improving this section of the game. There are now four new characters to select, on top of the original four, and they all have completely different strengths and weaknesses. Snowboard Kids 2 is only 50% complete but already it's looking like it will be one of the most enjoyable games of '99.







## Triple Play 2000

PUBLISHER: **ELECTRONIC ARTS** AVAILABLE: **MAY**  
CATEGORY: **BASEBALL** PLAYERS: **1-4**

ACCLAIM'S ALL STAR BASEBALL '99 and Nintendo's Ken Griffey are both competing for baseball fans' dollars. Now Electronic Arts have stepped up to the plate with a third contender, aptly named Triple Play 2000. EA have established themselves as highly talented game designers with their previous sports successes like NHL '99 and FIFA '99. EA's Triple Play baseball games have been very popular on the PC and the Playstation, so now they've turned their talents to the N64. The game will retain all the elements of the previous Triple Play games but it will be presented with a much more arcade-style of gameplay with lightning-fast plays to satisfy action fans. As you would expect, the graphics have been significantly improved from the Playstation version. Now you can see real-time lighting casting shadows all over the field and each player has detailed facial textures. All the individual players have their own unique photographs textured onto the characters. The programmers have even gone to the extent of showing the players scrunching up their faces in anger if they strike out. The game's stadiums are also incredibly detailed. You might remember how the score boards in All Star Baseball just showed a static texture that never changed to show the game's true score. Well, In Triple Play, the score board is rendered in real-time so that it provides much more atmosphere. EA have gone crazy with the camera angles in Triple Play. There are a staggering 75 different angles to choose from in all, 'over-the-shoulder-director's-cut-special-edition-view' perhaps? The finished game will undoubtedly take advantage of the 4MB ram pak to offer crisp hi-res graphics. One of the complaints of EA's earlier baseball games was that the frame-rates often chugged. EA have now overhauled the graphics engine and started from scratch to provide one of the slickest sports engines ever.

There will be four modes of play on offer: single game, season, playoffs, and the newly designed home run challenge. This year's challenge takes players back to the home run derby days of the '40s. A 'Career' mode has also been added that lets you create teams and play through multiple seasons using a draft and trading bank points. The gameplay has been improved in that the ball is now easier to hit due to the increased size of the sweet-spot on the bat. EA have even included a variety of swinging levels for finer control over the ball. Commentary should also be of a high quality because Buck Martinez and Jim Hughson have been recruited to record their professional comments. EA are continuing to prove themselves as the leading developer of sports titles for the N64 and Triple Play will be eagerly anticipated by fans of the game.



## Castlevania

PUBLISHER: NINTENDO AVAILABLE: APRIL  
CATEGORY: PLATFORM PLAYERS: 1

THE CASTLEVANIA SERIES has been one of most popular on Nintendo, right back to the old 8-bit machine. The series follows the story of the Belmont family, a fierce clan of vampire hunters, who have been battling for generations against the Prince of darkness, Count Dracula. The latest installment lets you control the most recent Belmont descendent, Reinhardt Schneider, or a new female character, Carrie Fernandez.

Reinhardt inherited the title and responsibility of vampire killer ten years earlier with the death of his father, Gelhart. Carrie is on a more personal mission. Her mother was killed while defending her from angry townsfolk. The game plays slightly differently, depending on which character is selected. There are even some levels that can only be accessed by specific characters. This N64 game is the first of the series to enter the magical third dimension. Castlevania looks to be one of the best 64-bit versions of a Nintendo classic, standing alongside Mario and Zelda. The environments capture the atmosphere of mid-nineteenth century Transylvania as perfectly as classic vampire movies. The grounds of the castle are protected by an army of skeletons that rise from their graves to send you to yours. As with all back-from-the-dead creatures, these skeletons aren't easily killed. Even decapitation isn't enough to stop these fiends. They need to be hit hard enough to scatter their bones. Fortunately Reinhardt is armed with his trusty whip to help despatch the evil vermin. He also has a number of secondary weapons, such as a daggers, flaming torches and axes. The first level boss is a massive skeleton who must stand about twenty feet tall. As if it wouldn't be difficult enough to slay him on his own, he continually resurrects his minions to distract you from your primary purpose of kicking his butt. Other bosses include Cerberus the three-headed helldog and the Grimreaper.

The interior of the castle is beautifully decrepit, from the texture of the cracked stone walls to the design of the large entrance area, complete with the classic, red-carpeted stair case. I could practically smell the rotting corpses hidden within, until I realised the stench was coming from Steve's dirty socks, not the game. The gameplay is seamlessly interwoven with cut-away story sequences. These help give the game an interactive movie feel, rather than just being a hack and slash platform game. I loved the short cinematic intro of the werewolf howling and then running towards me, which was followed, gameplay-wise, with him washing the walls with my blood and mopping the floor with my hair. The music in the Castlevania series has always been amongst the best for their time, and this game continues the tradition admirably.





**This month the N64 Gamer crew talk about their bad habits...**

**Steve "tech-nut" O'Leary** – EDITOR

My worst bad habit (as I have a lot of them) is to, well, just be me... I talk all day about all things technical about the N64 and other consoles. It just bores most people to tears. Rather than playing games these days, I just analyse them. Polygons, textures, bilinear filtering, mipmap mapping, anisotropic filtering... it never ends with me. I could tell you exactly how consoles draw graphics, which also explains why I have no life...

**Favourite games:** Turok 2 (cause of its lighting effects) and F-Zero (cause of its 60 frames per second screen update - lol).

**Robert 'no mercy' Garcia** – WRITER

My worst bad habit would have to be that I sometimes show mercy to my opponents. It might simply be taking my foot off my someone's head while they're swimming in the pool, or only having a 2 inch nail (rather than a six) protruding out of Steve's chair at work, or even applying half as much grease as I usually do on the access ramps at the handicap centre. Yes, I know, I'm a pretty nice fellow after all...

**Favourite games:** I'm a dick'64 and Stupid is as stupid does'64.

**Narayan "big mouth" Pattison** – DEPUTY EDITOR

Where to start? Well there's the way I always have to use my favourite blue control pad. I've lost track of the amount of guys that have been carried out of the office on stretchers for daring to use my prized pad. Mostly they've just been Playstation boys that nobody's cared about but I think Steve's still pissed at me for the time I decked his grandma when she came in to visit. Hey I warned her not to touch the pad but she was a stubborn one. I guess I should also mention that the way I run around and blab the latest gossip to all my friends has caused me a few problems.

**Favourite games:** Zelda, Turok 2 and Goldeneye

**Jack "Mr Clean" Curtis** – WRITER

Well, it would have to be the fact that I take baths around once every 8 weeks. I believe that one of the most attractive things about men is their B.O. There's nothing quite like being able to smell someone before you see them. There's so many fumes comin' offa me that I dare not smoke anymore. The more crusty I am, the better I feel. Heck, bacteria needs a place to live after all...

**Favourite games:** Turok 2 and Zelda

**Troy "Hollywood Trivia" Gorman** – WRITER

My brain is, basically, a sponge for movie related trivia. I know a lot of stuff, but nothing important. Can you name Brad Pitt's last three girlfriends? What was the production and marketing budget of "The Wizard of Oz"? What was in the suitcase Vincent and Jules were carrying in "Pulp Fiction"? My friends are continually amazed and somewhat scared at the way I can recite the entire filmography of extras in b-grade movies, but never remember to close the fridge door. (By the way, did you know Gwyneth Paltrow and Ben Affleck have broken up?)

**Favourite games:** Turok 2 and Goldeneye

**Sarah Bryant** – ART DIRECTOR

Well, of course I don't drink (yeah right)... don't smoke (yeah sure)... and I sure as hell would never consider staying out all night (uh huh)... Really, I'm a good girl.

**Favourite game:** Chinese Checkers



# South Park

Does South Park Kick Ass or is it all a bunch of tree-huggin' hippy crap?

Narayan finds out....

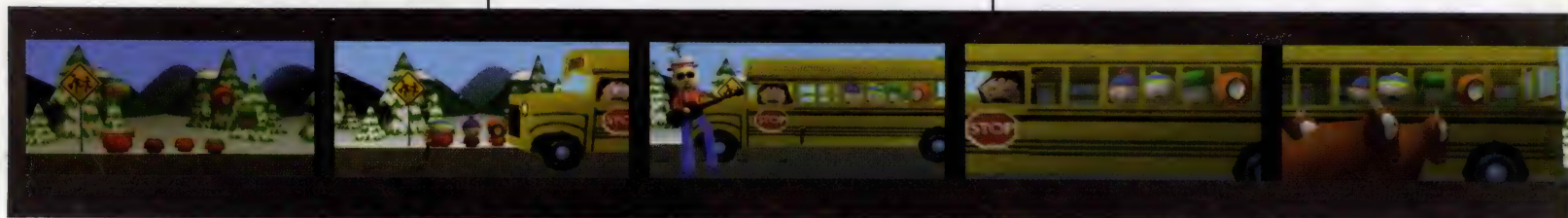


**Y**ou don't want to know how many pairs of underpants I soiled when I first found out that not only was South Park coming to the N64, but that it was being programmed by none other than Iguana... Turok 2 is one of the greatest games on the system and the thought of a first person shooter game combining South Park's humour with Turok's gameplay is a wet dream come true for any self-respecting Nintendo fan.

## Cartoons Kick Ass

Iguana have managed to capture the look of the hit TV series perfectly. I was initially sceptical about the programmers being able to make the game look faithful to the cartoon because I thought they would waste their time concentrating on flashy 3D graphics and fail to retain the cartoony style of the show. Luckily, Iguana have created 3D polygon models that look exactly the same as the cartoon characters. Everything, right

down to the minor details like Cartman's double chin, have all been reproduced faithfully. Access the game's high-resolution mode with the 4MB ram pak and you'll find that the graphics have a sharp and stylish look to them that suits the cartoon brilliantly. Iguana have even included a 3D version of the cartoon's intro with all the characters and sounds included. The game looks its best during the cut-scenes that link each level. Every character has a range of facial expressions that







Picking anyone other than Cartman is ridiculous. His comments are one of the best aspects of the game! Kick ass dude!



they use during conversations. For example, on one level, the gang has to battle hordes of killer robots. At the end of the level, Cartman, in his typical smart ass style, squints his eyes and starts dancing about singing "I killed more robots. I killed more robots" with a huge, cheesy grin on his face. Scenes like this perfectly reflect the show and give South Park 64 a great sense of atmosphere. As well as capturing the look of the characters, Iguana have ensured that all of the locations from the cartoon have been recreated with a huge eye for detail. When you come across Kenny, he'll be standing in front of his poverty stricken house with the same used tyres and broken fridges half-buried in the snow that you've seen in the show before. Chef's house is another good example. His bear skin rug by the fire and 'Visitors' poster are both there. You can even see one of his love interests lying in bed waiting to taste his salty chocolate balls.... (or so the songs says). The enemies have also been taken right from the cartoon. You'll fight your way past killer turkeys, including the Mel Gibson turkey with the half blue, half white face from Braveheart. You'll even come across the killer cows from the cult-suicide episode. Chef's visitor aliens make an appearance as well. In fact, everywhere you look you'll see details from the game. Whether it's the

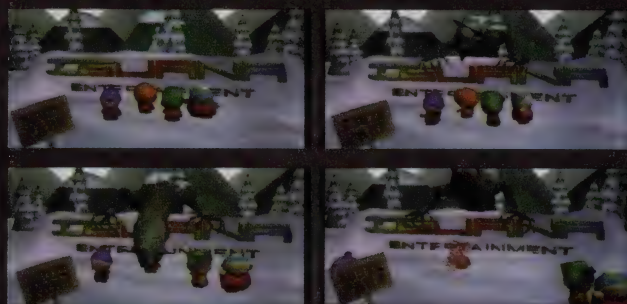


mutilated cows' bodies on operating tables in the alien mothership, or the packets of cheesy poofs and cans of Weight Gain 4000 that you pick up for energy, the game is packed with references to the show. Looking at some of the weapon effects it's easy to see Turok's influence, though. The cow launcher weapon, for example, fires a huge bulky cow that, upon impact with an enemy, explodes into chunks of meat with rings of transparent fire radiating outwards, just like Turok's plasma rifle. Unfortunately, the game also suffers from a frame-rate that can get quite jerky at times when running in high-resolution mode. Just switch it to the very smooth low-resolution mode if it bothers you.





# YOU KILLED KENNY... YOU BASTARD



The intro from South Park has Iguana's Iguana biting Kenny's head off, which causes the rest of the gang to say 'You killed Kenny, you bastard! Rats then come on the scene to eat Kenny



Kill the aliens and then you can enter the mother ship.



Time for a little police brutality!



How about some simultaneous loving baby!

## Why don't you go knit me a sweater?

After making my way through all the brilliant South Park introductory scenes, the drool was splashing onto my control pad as my hands shook uncontrollably from the anticipation. Coming to the character selection screen, I instantly picked Cartman and laughed as I heard

him say "You will respect my authori-tah". My first mission was to locate my buddies. As I ran forwards I was relieved to notice that the control felt identical to Turok's. Within seconds I was hurling snowballs at Stan with pinpoint accuracy. Each time I hit him he uttered a different threat or insult. He was screaming things like "quit it

buttlicker", "dude that is pretty #@%ed right there" and "don't come any closer with that thing". I thought to myself 'finally, the perfect game has arrived!'. Pelting the guys with snowballs was heaps of fun, especially after I discovered a disgusting move where you can urinate on them and then pound the gang with slushy yellow snowballs. After I tired of this - about 4 hours later (what can I say? I'm immature, okay?), I moved on. A killer turkey attacked and I nailed his ass with a well aimed snowball. Another attacked, I hit him, I walked through the snow for a minute, a few more turkeys attacked, I killed them, I walked further and, wait for it.... I killed some more turkeys.

My heart sank. The scene was set for this to be the most enjoyable game on the N64 but they forgot one small thing: interesting gameplay. The first level merely consists of wandering around in the snow, killing hordes of turkeys. They attack in predictable patterns, they die with one hit and there are no mission objectives to break the action up. This means



The quaint little town of South Park Colorado, a peaceful place where everyone loves each other - NOT!





## HE'S PACKING A LOADED CHICKEN

The variety of weapons in South Park may be totally out-there but they can be fun.

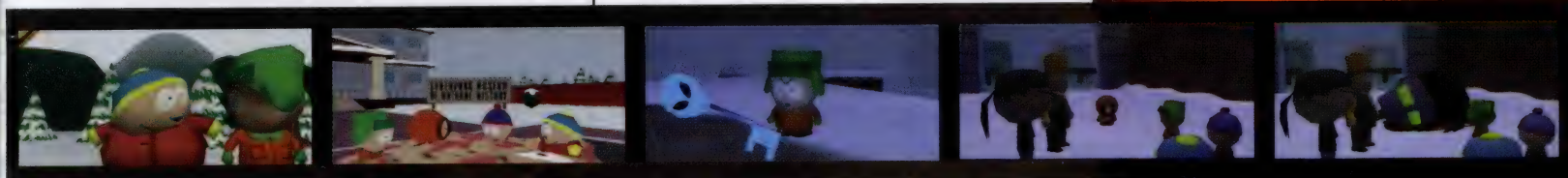
SNIPER CHICKEN	COW LAUNCHER	DANCING MACHINE	DODGEBALL
			
Load up the eggs and let it rip	Firing entire cows at people - cool	Everybody do the Nutbush!	Dodge this hippy!
AMMO 1	AMMO 2	MULTI FUNCTION GUN	NERF GUN
			
Frozen fish are used as ammo	The second ammo is a cool laser	I like the electricity effect	I want real bullets dammit.
PLUNGER GUN	SNOWBALLS	TERRANCE & PHILLIP	
			
I'm gonna plunge you in the nuts	hmm - I wonder why it's yellow	Fart dolls - kick ass!	

the game gets repetitive quickly. Unfortunately, the later levels don't add anything new. On the second level you'll slaughter your way through millions of genetic clones and on the third level you'll encounter some nasty cows. The problem is that there is generally only one type of enemy per level and they never show any intelligence, they just shamle directly towards you from any direction until you shoot them dead.

The weapons are definitely a strange

bunch. You'll find yourself mutilating the enemy with things like Terrance and Phillip fart bombs, toilet plungers and even a gun that fires killer piranhas. These weapons are fun for a while, but the novelty soon wears off and you end up wishing for a good AK-47 assault rifle or rocket launcher.

Why the hell would I want to buy this game? I hear you ask. Well, because it's genuinely funny, that's why. If you're not a





## GIVE ME THE TOUR

Everywhere you look in the game you'll see lots of familiar sights from the cartoon.

### CHEESY POOFS



Yeah I want Cheesy Poofs!

### CITY HALL



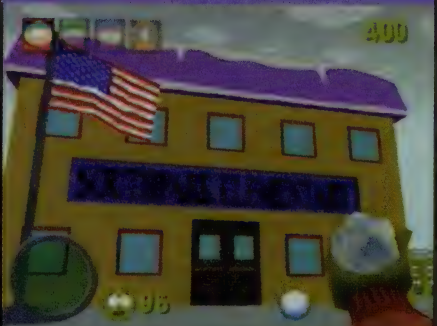
Unfortunately the Mayor is not in the game.

### JIMBO'S GUNS



Maybe I can break in and steal weapons.

### SCHOOL



School's out forever!



Come here Kenny, you little bastard. I'll make you respect my Authori-tah!



Hey - stop gay-bashing me!



I'll fart on your grave.



Hey you stupid cow - my mum will cook you on the BBQ



Mr Hat says - you go to hell and you die!

fan of the TV series then you're unlikely to be amused - but let's face it, if you're not a fan of the show then you musn't have a sense of humour! Cartman's antics in South Park are some of the funniest moments ever created on television and playing this game captures a lot of the feel of the show. Hearing comments from Cartman constantly, like "kiiiiick ass", "die! Evil turkey, die!" or "I'm gonna kick you in the nuts", adds a lot of humour to the

game.

If Acclaim had just ripped a few sound files from the cartoon and peppered them through the game, then this game would have got boring quite quickly. Luckily, they got the show's creators (who also provide all the voices for the cartoon) to come into the studio, play around with the game and come up with some completely original lines that relate to the game. The game has many cut-scenes where the characters dis-



# SLEEPING WITH THE ENEMY

You'll have to watch out for some pretty scary enemies in this game - especially Fluffy, the killer bunny.

**BRAVEHEART TURKEY**



I'm Robert! I only eat haggis, laddy.

**KILLER COW**



Eat Nerf hippy!

**BIG GAY AL CLONE**



Time to play dodge gayboy

**KILLER GOAT**



These sad, droopy eyes are the mark of a killer

**SUPER ULTRA MEGA MAN**



This is the final boss in the game and you need to kill him before he recharges his batteries.

**ROBOTS**



Exterminate! Exterminate! Hippy!

**TOY CAR**



Attacked by remote controlled cars - what the?

**TURKEY**



I'm gonna Pluck you up!

**VOMIT DOLL**



Whoops, Steve's date looks pissed!





cuss their situation. All their personalities have been captured perfectly as the boys bicker between themselves, and Cartman is just as obnoxious as ever. One of my favourite cut-scenes involves the boys being told by Chef about how the aliens are invading and that they need to defeat them. Cartman says in his unique voice "you can rest safely with the knowledge that the fate of the world.... [Dramatic pause] ..is in my hands". To which Chef responds, "oh damn!". There are also a number of 'in-jokes' for fans of the cartoon. Remember the episode where Cartman was abducted by aliens and given a painful anal-probe? Well, in one of the later levels, after Cartman successfully kills a few aliens he cries triumphantly "that's for sticking that thing up my butt".

Things are even funnier in the multiplayer deathmatch mode because on top of the four boys, you can choose to be practically any character from the TV show. Like the single player game, the action is a bit dull, but the sound effects more than make up for it. Fighting

against the South Park characters is always funny because they're constantly saying their funniest lines from the cartoon. Deathmatches will be filled with things like: Mr Mackay threatening you with "don't make me kill you... m'k"; Terrance saying "I'll fart on your grave"; Wendy screaming "don't \*\$#k with Wendy Testaburger"; Jimbo crying "it's coming right for us" and of course; Cartman calling you a "tree huggin' hippy".

AS A WHOLE, South Park fails to live up to its incredible potential. The game combines Iguana's expertise with 1st-person shooters and the hilarious South Park characters in all their glory. If Iguana had taken the time to build a really interesting game engine then this could have been the greatest game on the N64. As it stands, the huge amounts of South Park humour in the game makes it worth a look for fans of the show. Just make sure you rent it first to see if you like it, because the gameplay underneath the humour is less than spectacular.

## SECOND OPINION

I don't care what anyone says - this game kicks ass! It might not have the Cerebral Bore from Turok 2, but the game is funny, colourful and has plenty of speech from the cartoon series. If you love the series then you really can't ask for more in a game. If you don't then you're a sad knucklehead.

- Robert



## THUMBS UP

- Plain but stylish graphics capture the feel of the show perfectly
- Genuinely funny dialogue that has been created specifically for the game adds a lot of humour
- The multiplayer deathmatch provides great laughs when friends come around

## THUMBS DOWN

- Lack of mission objectives and repetitive enemies means that the game gets dull quickly
- The action can be a bit jerky in the high-res mode
- Thick fog in some sections results in a poor visibility



PUBLISHER: **ACCLAIM**

DEVELOPER: **IGUANA**

GENRE: **1ST PERSON SHOOTER**

RELEASE: **FEBRUARY**

PRICE: **\$99.95**

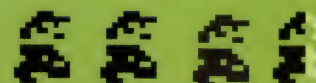
RATING: **M**

PLAYERS: **1 - 4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

**7.5** | **10**



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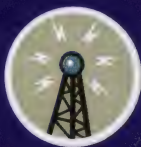
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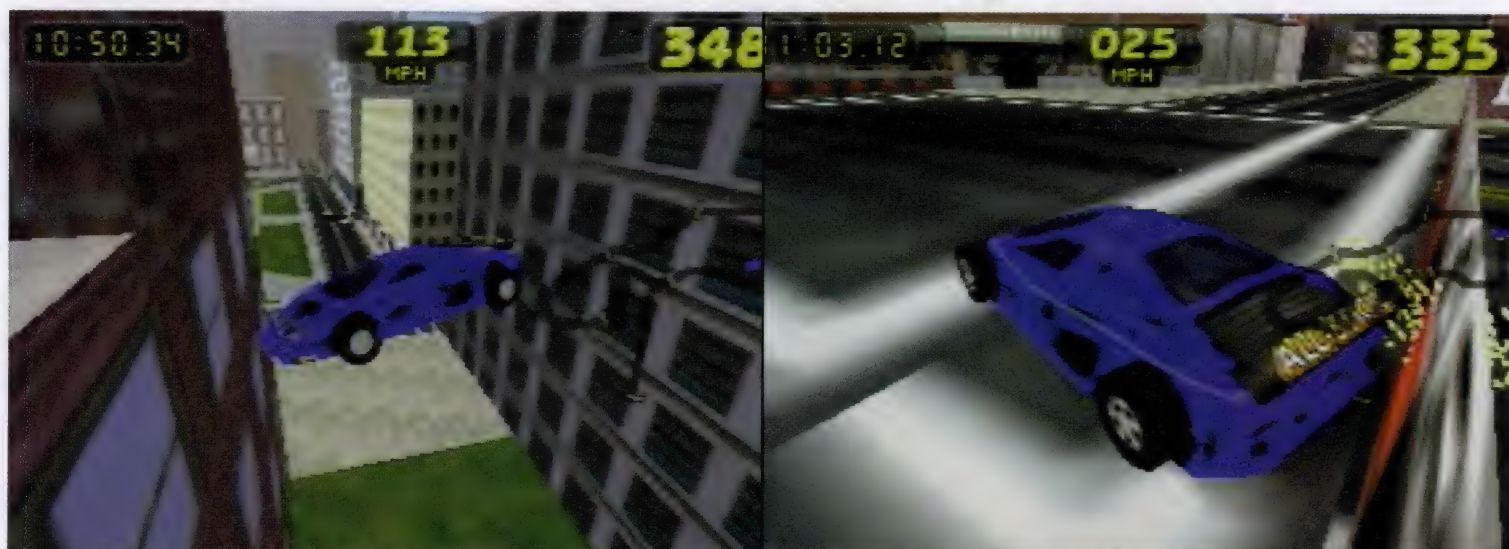


NINTENDO 64



# Rush 2: Extreme Racing

Always looking for a Rush, Robert Garcia belts up for once...



The greatest thing about Rush 2 is the insane jumps you can do. This section shows how you can actually drive across the top of buildings, jumping from one to another.



After you leapfrog it over a few office blocks you jump off the final building and have to dodge between the trees and land on your wheels so that you can keep racing.

**R**esponsible drivers. What the hell are they? Responsible drivers are a bloody bore, that's what. They're just about as much fun as puzzle games that don't allow you to disembowel your opponents. Speaking for myself, I can say that I

just get sick and tired of driving games that take themselves way too seriously. They just aren't fun. You always have to stick to the 'perfect racing line' to take corners, and finding this line and sticking to it is about as fun as pushing a 6 inch nail into the side of your

skull. What we need is a racing game that allows you jump the corners - Hollywood style. Approaching a corner, you should be allowed to mount the gutter, drive up the side of a slanted shopfront and leap over the building at 100 miles per hour, only to land on



You almost spend more time in the air than on the track

As you can see, the disappearing point stretches a long way

Get out of the way you friggin' Sunday driver



# YOU CAN DO THIS

Finding the sick ass shortcuts in Rush 2 is probably the best part of the game. Look for places that have small ramps in front of them (a BIG giveaway) or small sets of steps or even water fountains that you can launch yourself off. Once you're in the air there are no real rules on where to go.



an adjacent building and then plummet down to the street again, gaining two positions in the race in the process. Well, it seems that the gods of gaming have been kind to N64 owners once again, as San Francisco Rush 2 has finally made its way to the console, with insane jumps, great visuals and secrets galore.

## Just how much better?

AS A SEQUEL TO the already released San Francisco Rush, Rush 2 doesn't look that different from its predecessor upon initial

inspection - not that this is a bad thing. The great thing about the original game was the huge amount of geometry that it would always display. Cityscapes stretch far back into the distance, with whole office blocks visible, especially when the player gets his car into the air with some wicked jumps. The buildings are well detailed, and the normal sections of the street and parks are littered with street signs, trees and the occasional glass shopfront corner to drive through at high speeds. The overall effect is that Rush 2 looks remarkably realistic for a racing game,

especially considering that it often draws up to six cars on-screen at once. In comparison to the original, the textures in the game have also been slightly improved. Buildings look just that little bit more detailed than they were before, and the number of colours in the scenery has been increased, giving the game a better, more realistic overall look. A nice reflective texture effect has been added to the cars in the game which gives them a glossy, polished look as well.

Twelve different tracks await racers in Rush 2, and each one of them has a different



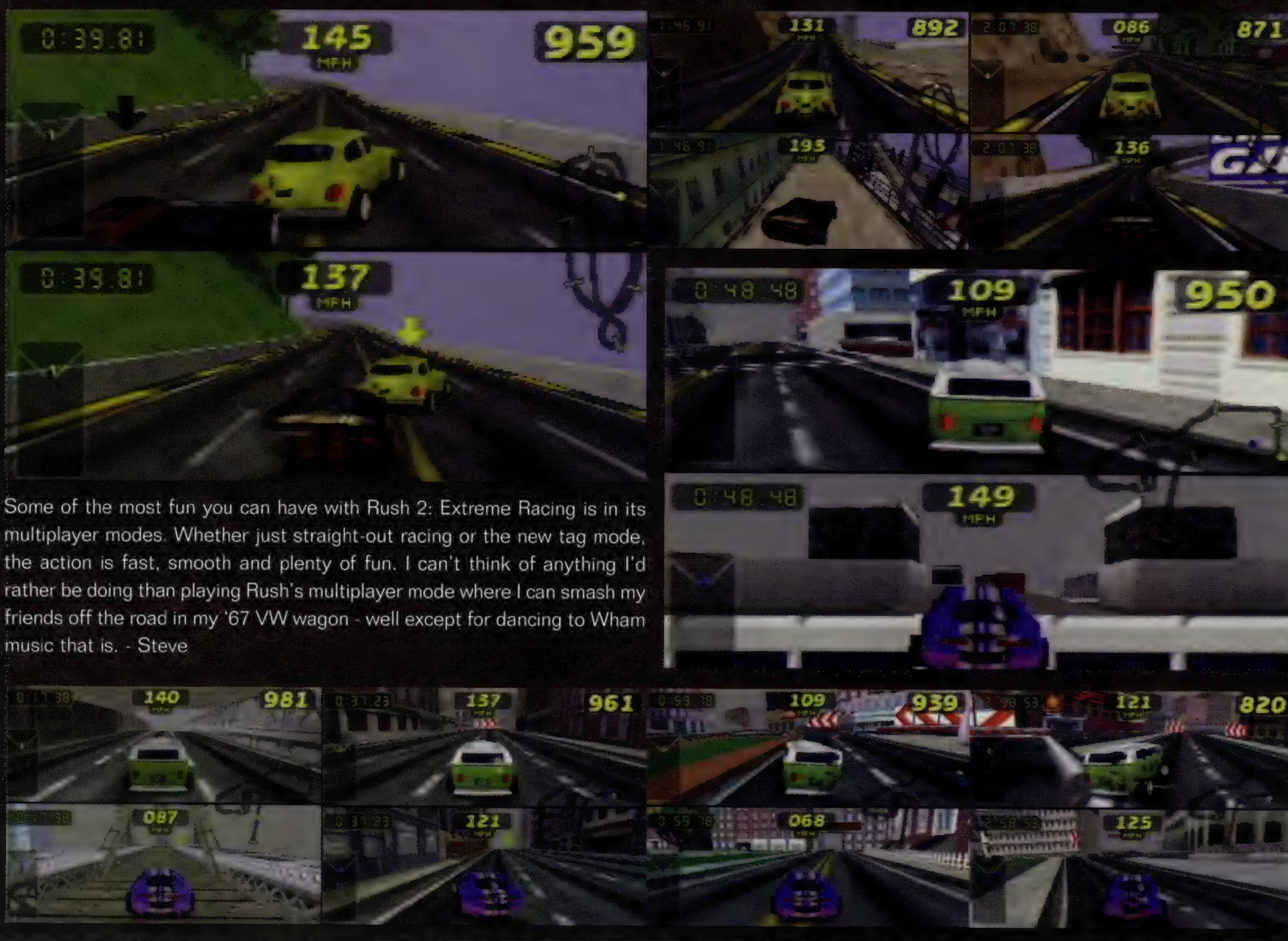
Hmmm - how can I get onto those rooftops?

The cars themselves are the weakest part of Rush's graphics

Hahahaha - crash and burn buddy



## MULTIPLAYER MADNESS



Some of the most fun you can have with Rush 2: Extreme Racing is in its multiplayer modes. Whether just straight-out racing or the new tag mode, the action is fast, smooth and plenty of fun. I can't think of anything I'd rather be doing than playing Rush's multiplayer mode where I can smash my friends off the road in my '67 VW wagon - well except for dancing to Wham music that is. - Steve

location and theme from the next. The Las Vegas track takes place in the middle of the great gambling city of America, with huge, towering casinos and hotels that are adorned with bright, colourful lights that look quite

impressive. The Hawaii circuit, on the other hand, has a large mountainous section that opens up into a long flat stretch of coastline that has its own beach and neighbouring marina filled with all manner of boats and water

craft (including two aircraft carriers). In fact, wherever you drive in Rush 2, you're always sure to run into plenty of 'real life' scenery which gives that game a high level of realism. It's up to you though, whether you want to just simply race past it, or try to jump over or crash through it... Fog, as always, does play a part in this game (out of sheer necessity as to keep the game's frame-rate fluid, which it is at almost all times)

**Crazy stuff...**

PART OF THE REASON WHY the original San Francisco Rush was so much fun - the mad jumps and freaky stunts - has been perfectly carried over to Rush 2. This time though, the cars no longer handle like late model Volvo (that is they no longer have the turning circle of an entire football field). It's quite easy to get the beasts to powerslide round 90 degree corners, with the overall effect never failing to put a smile on your face. Some of the game's tracks are perfectly suited to straight-out driving though, and because of the improved dri-

## CARS, CARS, CARS



In Rush 2 you can change the abilities and looks of your car. Suspension, tyres and gear ratios can be changed, with all of these settings having a profound effect on the way your car handles on the tracks. You can also select different colours and pin stripes for your vehicle.





Landing after these jumps is the tricky bit. More often...



...than not, you'll land on your roof in a ball of fire.



Man, those are some mighty big chairs.

ving engine in Rush 2, this never really becomes a bore. Your opponents' Artificial Intelligence is quite high, and it'll take you a while to become good enough to beat them around the tracks and get a reasonable finishing place. Of course, if you're into dirty tactics, like myself, you'll take kindly to the many tight corners on the city-based tracks as they allow you to give your fellow driver a little



This part is awesome, you get to smash through the window and drive amongst the tables and chairs inside.

nudge that will send them into a wall at 100 miles per hour - nasty stuff indeed! As for the insane jumps - there's plenty of them in this game, but it has to be said that the course construction (in the way of allowing these ridiculous jumps across 10 or so buildings) has been toned down a tad for the sequel. Still there're plenty of times that you'll find yourself leaping across three or four buildings only to land in the middle of Central Park, or you'll jump across the tops of prison blocks on the island of Alcatraz or even sail over two adjacent aircraft carriers (as mentioned above) while dodging the aircraft seated on their landing strips. The jumps are definitely there, and a great deal of the fun in Rush 2 is spent actually finding them and then trying to incorporate the insane jumps and stunts into a race as actual shortcuts. The sheer number of cars available in Rush 2 also makes the decision of which one to use an important fac-

tor in trying to win a race. Certain courses are set up for speed, while others are more accessible for cars with better handling and a low top speed. Then again, a great number of the game's stunt jumps cannot be successfully negotiated with a slower car either, so the choice of car for each track is always different.

As in the first game, a number of keys are located on each track and when collected these keys will make new cars available for the entire game. The thing is, these keys are really never in easy to access places; you'll sometimes find them fifty feet in the air and wonder how the hell you'll ever get them. Put your mind to it though, and you'll find some way to launch your car high and fast enough to get the key. Secondly, the game has a number of stunt tracks that enable you to perform some of the most insane stunts ever seen in a driving game. Launching yourself approximately 1 mile



Throwing the car into powerslides like this is great fun



Hey, watch the paintwork dude



It's a bird, it's a plane, no, it's Supercar



## STUNT MADNESS



The stunt track in Rush 2 can be played in either single or multiplayer mode. Some of the most fun to be had with the game is the multiplayer mode. Players square up against each other with points awarded for the best stunts performed (most rolls/flips etc) except that you have to land properly. In this case more than anything - practice makes perfect (or at least allows you not to make a total fool of yourself!)



into the air isn't uncommon in this section, and the addition of this section and the key collection ability greatly enhance the overall appeal of the game itself. Two player mode on the stunt tracks is one of the best racing experiences in multiplayer gaming for the N64, and the extra 'tag' mode, where one player has to chase and hit the other, really put the icing on the cake for Rush 2's multiplayer game.

Sound-wise Rush 2 definitely has better tunes that the original (believe me - they couldn't get any bloody worse), and although you'll never hum them along to yourself, they do keep the game from getting boring aurally. The smashing effects and skidding effects really aren't up to the level heard in other N64

racing games, but they do the job anyway. If they really get up your goat then you can turn them off through the audio selection screen (thankfully there is one in this game).

Racing games really have become a tired genre on the N64. They keep coming out though, and to Rush 2's credit it offers a lot more than any of its recent competitors ever had. Although the graphics and audio aren't the best the system has ever seen, the fun factor of the game is really very high and as such the game does come recommended. Still, even though the game is a worthwhile purchase for driving game fans, owners of the original will want to try the game first to see if the modifications are to their liking.

## SECOND OPINION

The first San Francisco Rush game may not have been a realistic racer but it made up for it in sheer fun. For the second game they've retained the same mix of crazy stunts and racing action that worked so well in the original. Simulation fans should look elsewhere but anyone after a good dose of arcade action should give it a go.

- Narayan



### THUMBS UP

- Smooth, fast visuals with insane disappearing points look great.
- The stunt track is an awesome addition to the game. In the multiplayer mode, the stunt game is some of the best fun you can have with your N64.



### THUMBS DOWN

- Track design isn't quite as impressive or exciting as the original.
- The sound is better than the first game but it's still a long way from being great.

PUBLISHER: GT INTERACTIVE

DEVELOPER: MIDWAY

GENRE: RACING

RELEASE: MARCH

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

8.5 | 10





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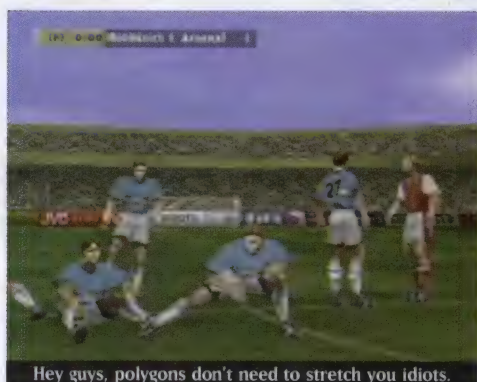


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# FIFA '99

Alen's the new sports nut on the block and he checks out EA's latest effort...



Hey guys, polygons don't need to stretch you idiots.



EA's character creation is highly detailed



Yeah good one buddy, chuck the ball in your own goal.

**E**A Sports are really moving into high gear now. Their first few soccer games were disappointing considering the company has such a good reputation in the sports field. With the recent release of their superb NHL '99, EA have shown that they've still got what it takes. FIFA '99 is another example of their skillful talent in creating sports simulations. This could possibly be the best soccer game ever made for the N64, rivalled only by Konami's International Superstar Soccer series.

## It's High-Res Baby!

THE MOST NOTICEABLE IMPROVEMENT in FIFA '99 is definitely the new hi-res mode which gives

the game a big face-lift so that now amazing detail can be appreciated all the way from the immense stadiums to the individual facial textures. The hi-res mode not only enhances the appearance of the game but also improves the gameplay too, allowing a much greater field of view to be seen.

This allows more of your players to be on the screen at once so you can formulate a more tactical style of gameplay. The lighting effects have also been improved with real-time lighting effects for the spotlight shadows on the players, goal shadows and stadium shadows. Although camera angles such as 'tower cam' and 'stadium cam' angles were





almost totally useless to play in previous games because of the lack of detail displayed, they now work quite well. The hi-res mode gives us a sharper image of individual players from distant camera angles and panoramic shots. There are also a lot more cut-scenes which are really amusing to watch. Players shake hands, do warming up exercises such as jumping up and down on the spot, stretching their arms and legs and they even adjust their shin pads. There is an enormous amount of motion-captured animations which demonstrates a variety of emotions from players arguing with the refs about red cards, to leaps of joy, aeroplane runs and acrobatic flips across the field when you have scored a goal.

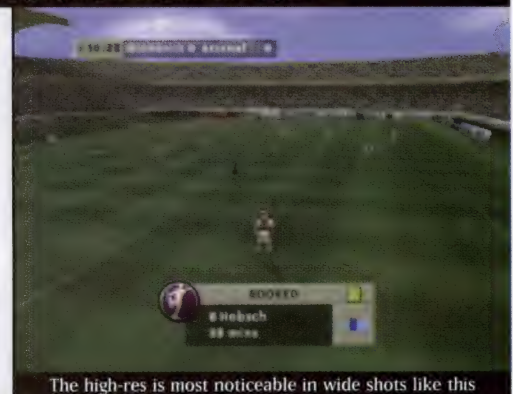
### Pass me the ball.

AS ANY SPORTS FAN KNOWS, EA Sports provide an extremely high standard of gameplay in their sports titles. Each update offers a host of new features, manoeuvres and improvements in the computer's artificial intelligence.

FIFA '99 plays very similarly to World Cup '98, except that player manoeuvring has been considerably improved with a more responsive control system, allowing you to stop and turn much more easily and get to that damn ball when it's stopped near the sideline without knocking it out of bounds. There are also a lot of new manoeuvres like chest traps, dummy moves and slide hooks. The passing ability has been improved upon as well. There is now a much greater level of accuracy when sending long,



medium and short passes to your team mates. But the most improved aspect of the gameplay is the AI. When you have possession of the ball on your side of the field, the opponents are less aggressive and they hesitate to steal or tackle the ball from you. However, as soon as you are on the opposition's side of the field the opponents become extremely aggressive and will try their hardest to defend their side and to steal the ball from you. This in effect gives a much more realistic feel to the game. In previous versions





## LEARN THE SOCCER DANCE STEPS

EA's earlier soccer games have always included a lot of different victory celebrations that the players perform whenever they score a goal. They've really gone overboard in FIFA '99 though. There seems to be an almost limitless amount of victory dances. Not that this is a bad thing because they're animated perfectly and are quite amusing to watch. I think these guys could even teach John Travolta some new moves.



such as World Cup '98 the opponents attacked the player with the ball continually, which meant that the ball possession kept switching sides vigorously, giving you a very fast but uncontrollable style of gameplay. Unfortunately, this improvement means some of the arcade-style fun is lost.

FIFA '99, like the previous versions of the FIFA series, contains 'In Game Strategy Management' which allows the player to vary

the formations during play to give you a greater feeling of control over matches. As well as all the standard modes of play like 'Quick Play' and 'Friendly Matches', EA have included some new modes. There's the European Dream League - this mode allows you to play and choose the best of European clubs and teams including AC Milan, Liverpool and Manchester United. The other new mode is the Golden Goal

(you play a quick golden goal match with two teams of your choice).

FIFA '99 also includes heaps of other features for you to play around with such as the Player Edit and Team Edit modes. In the Player Edit mode you can modify things like individual player's names, face types, amounts of facial hair, shirt numbers and player attributes. The team edit mode lets you adjust your team's



Close-ups of the players let you appreciate their detail



Where the hell is the rest of my team? I need back-up.



I wonder how much MasterCard paid for the plug?





The staggering detail in EA's latest effort, makes you wonder just how many more options they can add in new versions.

shirt colours, shorts and sock style. You can modify both the home uniforms and away uniforms.

The best thing about FIFA '99 is the multiplayer mode which allows you to challenge your friends in a brawl for supremacy. This game is the best for entertaining all your guests at once, it's easy to get into and offers plenty of thrills for multiplayer matches. New players can easily grasp the control in minutes and pull off simple passes and strikes instantly, and there is plenty of gameplay left for the more advanced players.

### Hear the roar

SUPERB SOUND EFFECTS set the atmosphere for any game and with the audio quality in FIFA '99 you feel like you're actually amongst the real crowd. The game features Dolby Pro Logic Surround with John Motson doing the commentary once again. The commentary is more varied than World Cup '98, with a few funny calls such as when you totally miss a goal you'll hear the

cheeky call: "that almost hit the pigeons over there". The best aspect of the soundtrack are the hit singles like Fat Boy Slims Rockafeller Skank that play in the background when you are navigating through menus or have the game paused. There's even a song from The Chemical Brothers in there too.

FIFA '99 IS EASILY the most enjoyable soccer game on the N64. It has so many features, game modes and options to play around with that you can't go wrong. FIFA '99 is a big improvement over the previous versions of the FIFA series. Faster frame-rates, crystal clear hi-res graphics, a more responsive control system which still has the original feel to it and vastly improved AI, are just a few of the reasons why FIFA '99 comes so highly recommended. Any soccer fans who don't have a soccer title yet shouldn't hesitate about picking this up immediately and gamers who already have FIFA World Cup should still seriously consider upgrading.



Hey, I think I recognise that guy in the blue shirt.



Baldy's not happy about that goal.

### SECOND OPINION

EA have really pulled their game up recently. NHL '99 was great and FIFA '99 is even better. The gameplay has been tweaked in a lot of areas so that it plays more smoothly than before. If you already have EA's World Cup or one of Konami's ISS games then you should rent it out to see if the improvements are worth the cost of a new game. However, anyone without a soccer game who wants a quality sports title should really check this out.

- Robert



### THUMBS UP

- Hi-res makes this the best looking soccer game available.
- Cool background music in menu screens.
- Improved AI and more responsive control system.

### THUMBS DOWN

- The hi-res modes can cause slow down in frame-rates when many players are on the field.
- The new AI means arcade fans may be a bit disappointed.



PUBLISHER: **EA SPORTS**

DEVELOPER: **EA SPORTS**

GENRE: **SOCCER SIM**

RELEASE: **MARCH**

PRICE: **\$99.95**

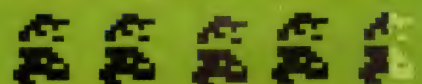
RATING: **G**

PLAYERS: **1 - 4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **YES**

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**9** | **10**



# Nightmare Creatures

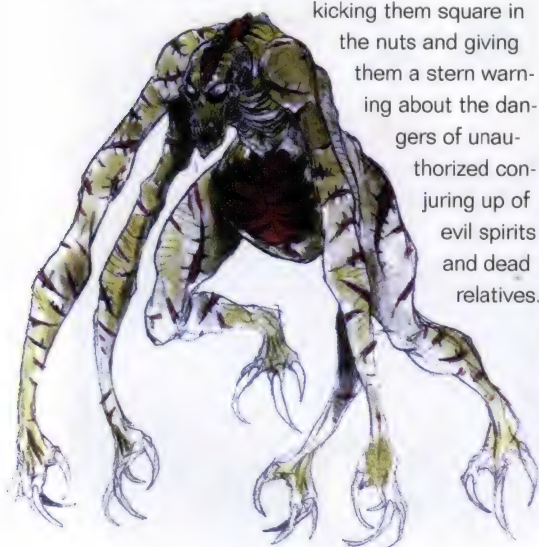
Reminded of his ex-girlfriend, Troy runs screaming in terror....



This two-headed freak is typical of the kinds of monsters that lurk everywhere in this game.

**O**N THE NIGHT of the Great Fire, in 1834, demonspawn decided that it would be a good opportunity to appear on the streets of London and partake in a wide variety of mischievousness and wickedness. The Brotherhood of Hecate are responsible for the conjuring this mayhem and disorder. It's up to you to select one of the two heroes, Ignatius and Nadia, to defend London in two ways. The first is by hacking and slashing through the drones of the evil army. The second is by hunting down The Brotherhood, led by the sinister Crowley,

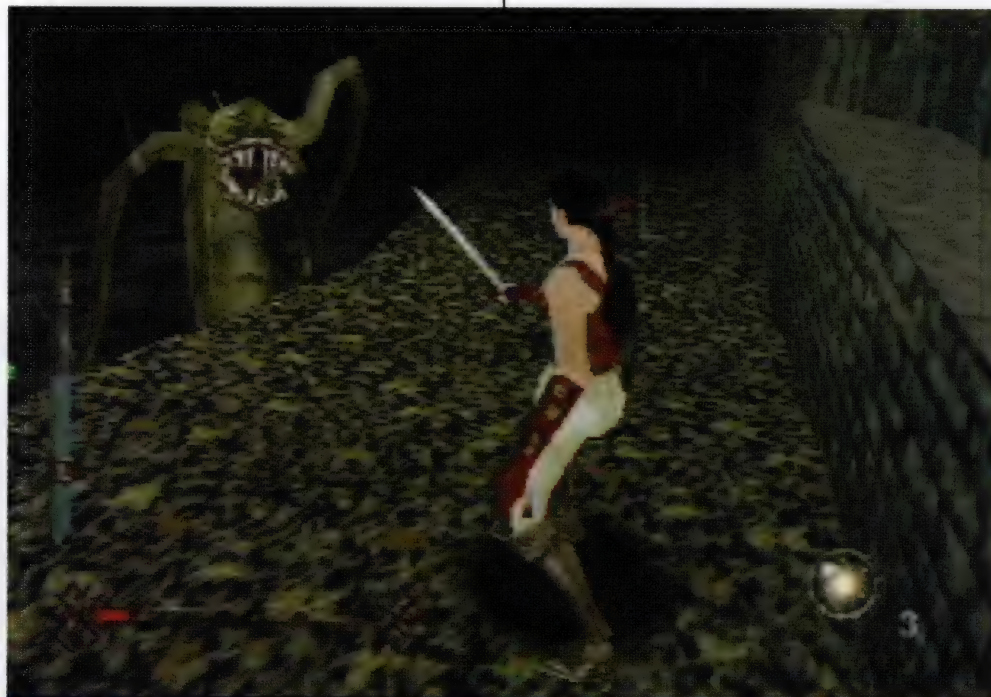
kicking them square in the nuts and giving them a stern warning about the dangers of unauthorized conjuring up of evil spirits and dead relatives.



## Paint everything grey!

BEFORE YOU EVEN ENTER an options screen, a brightness selection bar appears on-screen. This, pretty much, sums up the game's atmosphere - dark. It may not be scary, but it's definitely dark. As the story involves lots of

stereotypical agents of evil, Ignatius and Nadia hang out in a lot of badly lit areas, grave yards, sewers, narrow alleys. While it's good to see a N64 game stepping away from bright, cute graphics, it would also be good to be able to see where you're going. In trying to look dark the graphics suffer by limiting your visibility. The different levels all look very similar. Sure, some areas have buildings, others have water or open areas, but they basically look the same all the way through. Giving some areas a definite uniqueness would have been preferable to the consistent drabness. Visibility is also affected by the camera angles and movement. The character appears rather large on the screen. If the camera zoomed out



It's times like these that you really wish she had a gun you could pull out and blow these weirdos away with.



## NO SEXISM HERE CHICKS

Like all good games of the Nighties, Nightmare Creatures participates in equal opportunity for video game characters.

**IGNATIUS** - The man with a big stick who's ready to deal with anyone who makes fun of his name.

**NADIA** - The kind of character losers propose marriage to. Remember, she's just a bunch of polygons.



further and more often than it does, looking around would be a lot easier. The exploration in the game is hindered by the inability to comfortably look around the screen. Most 3D games these days have a standard three sixty degree rotation. The player has no control over the camera position in Nightmare Creatures. The camera sits behind the character in open areas but if they have their backs to the wall it remains in front. The enemies are nicely animated. The werewolves' pounce is particularly savage and when zombies are cut in half, the top section tries for an extra grab before its final death shudder.

## Button bashing bonanza

ANY POSSIBILITY OF DECENT GAMEPLAY is ruined by the previously mentioned camera angle problems and the control method. Movement of the hero is related to the direction they are facing, not the direction that you wish them to go. This is difficult to get used to and when you consider that the camera jerks around with a mind of its own, this becomes very off putting. The idea of the game is a 3rd-person perspective action game. Each level has a certain amount of hidden objects and places to discover while killing enemies. Levels are easy to navigate because there is a map screen, which you can access, but it



Get up you wimp. I want to kick that werewolf's butt.



The combat in Nightmare Creatures is fairly basic...



...both characters have a variety of combo's but you



can get through the game easily using just one of them.



Unfortunately, the game's disappearing point is very close



Cutting the zombies in half like this is good fun





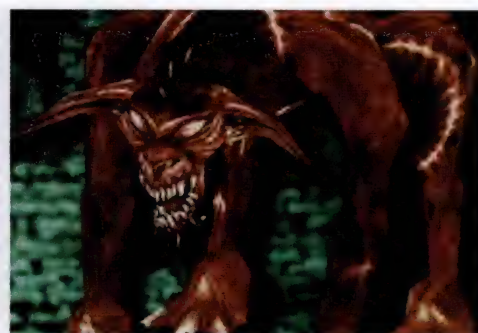
Cutting a zombie clean in half with a wooden staff isn't exactly realistic but who cares? It's cool.

isn't an overlay like Turok's. Sometimes doors and gates are locked but don't worry, the levers are never far away. The story which weaves through the game has no real impact on how you play. It is limited to a bit of text and graphics at the end of each level, nothing as interactive as what you can expect to see in *Zelda* or *Resident Evil*. At particular points in levels, for example when a gate is opened, the game action stops to show a different angle of the gate being opened. At more than one of these points, when the action returns to normal, a monster is right on top of you. These unavoidable ambushes can be very annoying. Considering that *Creatures* relies on action sequences for the bulk of its gameplay it's hard to believe how bad they are. Sometimes the hero seems to attack the enemies with no problem, but other times they behave like they've never used a sword before. Fight scenes end up button bashing exercises in luck. There is a save feature, but it saves the game exactly as it is. If

you save it with a only one life and no items, that's how it will restart. Which means you won't get any further. Items to collect include dynamite sticks and a slow-firing gun. Fighting combos are taught as you progress through the game. All the moves are available right from the start but it's only further in the game when you're told how to do them.

## It's scary!

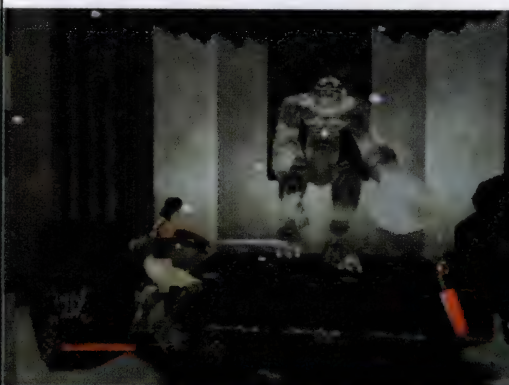
THE BEST PART OF THE GAME is easily the music. It's ominous and eerie, setting the atmosphere well. This is the kind of music that's heard in suspense movies when something horrible is about to befall the innocent victim, who has been brave enough to go outside the security of the house, to investigate the strange noise. If you want to give your little brother or sister nightmares, this is the game to turn up the volume and play when they've gone to bed. It's a shame the rest of the game falls down. The sound



While it's not scary enough to cause any underwear changes, there's a certain gothic appeal

effects are a non-descript selection of slashes, roars and crashing sounds, which are suitable but nothing special. Of course the music is head and shoulders above annoying computer-techno tunes found in most Nintendo games.

NIGHTMARE CREATURES ISN'T A FIGHTING GAME but it sometimes likes to pretend it is. This game is an unfortunate example of style over substance. The graphics, although a bit too dark and generically grey, do the job of creating the necessarily seedy atmosphere of Nineteenth Century London. While it's not scary enough to cause any underwear changes, there's a certain gothic appeal. The enemies don't move as well as Turok 2 or *Goldeneye* but they easily top *Doom* or *Quake*. Even if a game has great ideas, graphics and sound, the most important part is how that all comes together with the gameplay. *Nightmare Creatures* has a lot of monsters to fight but the biggest battle will be the one you have with the control pad. This potentially great game has been destroyed by awful camera angles and an impossible control method.

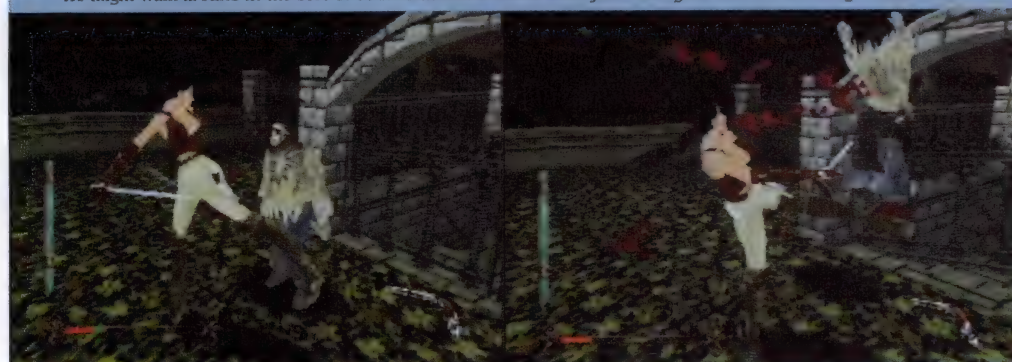


Nightmare Creatures is an apt name. If I saw these guys outside of a dream there'd be a load in my shorts.

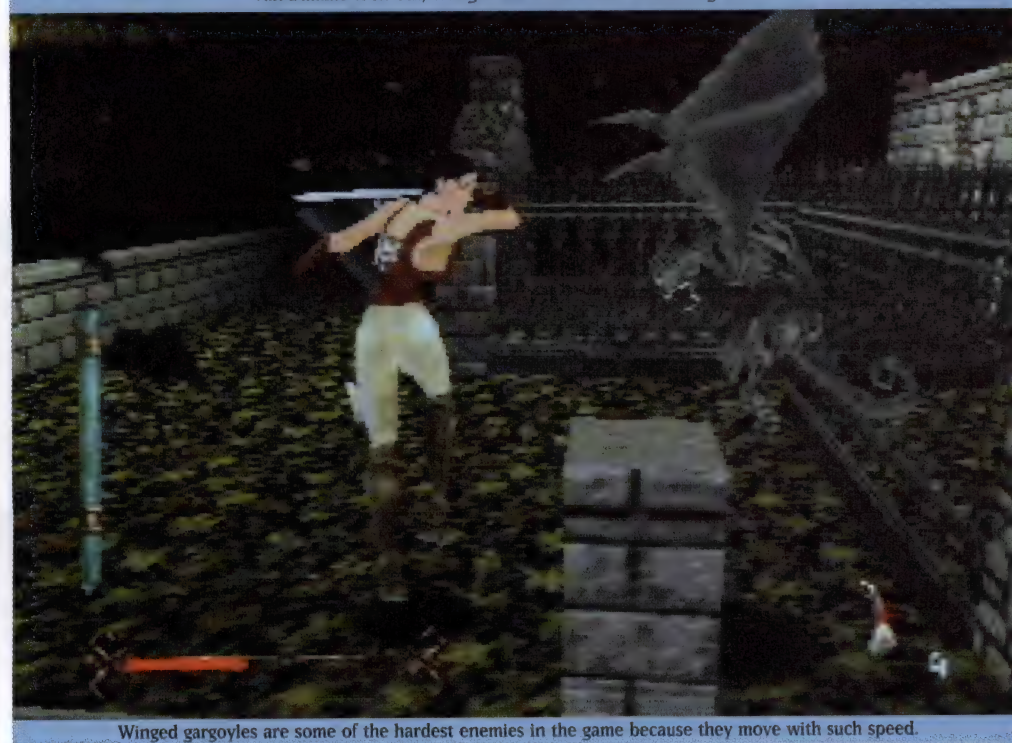




He might walk around in the sort of outfit that would make Elton John look good but he can swing a mean stick.



Van Damme look out, this girl has some mean kickboxing moves.



Winged gargoyles are some of the hardest enemies in the game because they move with such speed.

## SECOND OPINION

I was genuinely excited about playing Nightmare Creatures. The game has a cast of truly ghoulish monsters that I was looking forward to kicking from one side of the screen to the other. After playing it for a few minutes, my enthusiasm drained out of me faster than the colour would from my face if I met one of these guys on the street. Playing the game is a very repetitive and dull experience because the monsters can all be taken down by simple button-bashing techniques. It's a pity the gameplay isn't better as there are a lot of good ideas in the game that could have been fun. Wait for Shadow Man.

- Narayan



## THUMBS UP

- The first 3D beat 'em up on the N64, for all it's worth.
- Being able to cut zombies in half is cool.

## THUMBS DOWN

- The control is nothing more than button bashing
- The lack of variety makes the game get boring quickly.



PUBLISHER: NINTENDO

DEVELOPER: KALISTO

GENRE: ACTION

RELEASE: MARCH

PRICE: \$99.95

RATING: PG

PLAYERS: 1

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: YES

## GRAPHICS



## SOUND



## GAMEPLAY



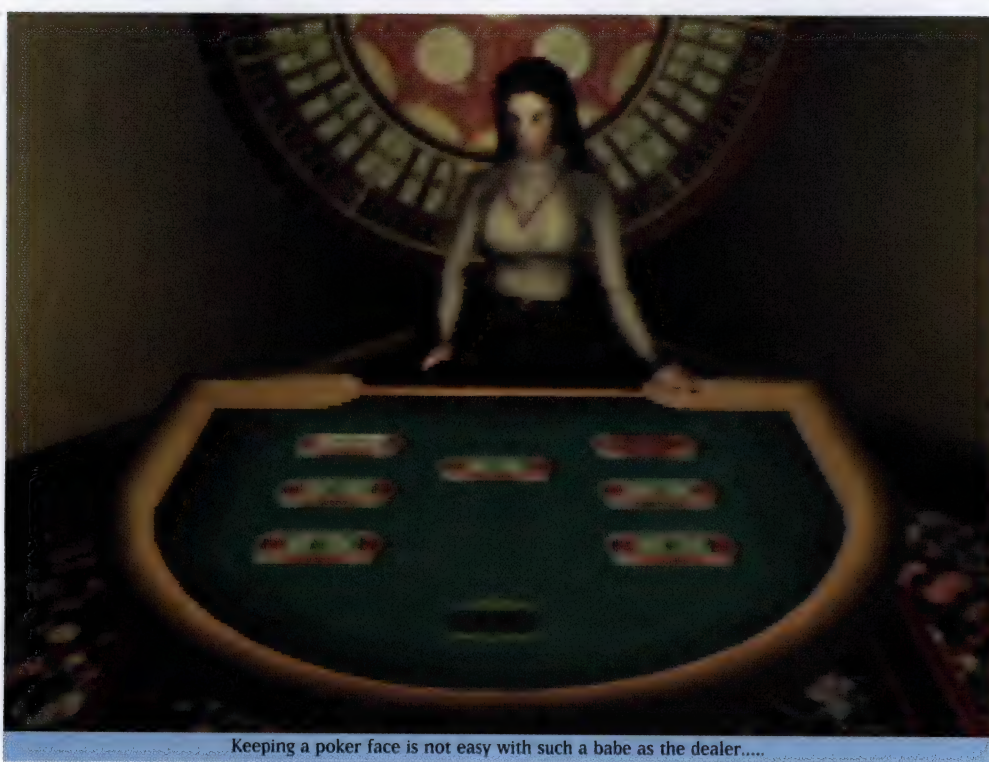
## OVERALL

6.5 | 10



# GoldenNugget

Troy Gorman locks the kids in the car and heads for the poker table...



No, Golden Nugget isn't a game about a yellow piece of poo. It's the name of the game's fictional casino where you can enjoy all manner of gambling related tomfoolery without the fear of losing your wife, kids, and job, forcing you to spend the rest of your days living in a Salvation Army refuge, attending weekly meetings of Gambler's Anonymous. So, Golden Nugget may be a saviour for gambling addicts but is it a good video game?

## *I Hate This Game*

ON THE START-UP SCREEN, apart from the regular options, there is a selection called slideshow. This shows half a dozen pics of luxury buildings and rooms. This is probably to show the lifestyle you'll be living after you hone your skills on this game before heading out to gamble professionally. Having a section like this, rather than incorporating the images into some sort of introduction sequence does seem odd. The ingame graphics consist primarily of green felt tables with cards on them. There are slight variations according to the game being played



IT'S ALL FUN AND GAMES UNTIL SOMEONE LOSES AN EYE.



**Big Six** - The vertical Wheel of Fortune



**Blackjack** - Closest player to twenty-one wins



**Craps** - A dice throwing game with very complex that all come down to chance



**Five Card Draw** - Another poker variation

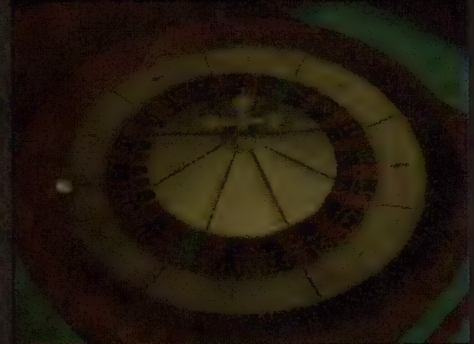
**Mini Baccarat** -  
The worst of all the card based games



**Seven Card Stud** - A seven card version of poker



**Slots** - Poker machines



**Roulette** -  
Another wheel spinning game of chance



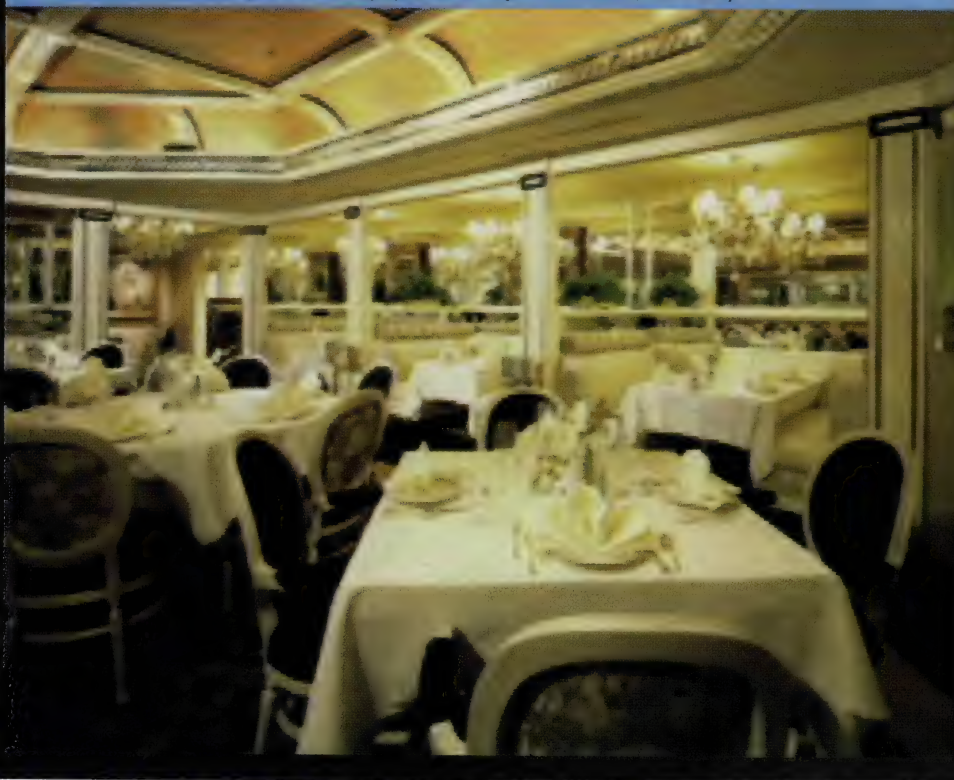
## SIT BACK AND ENJOY THE SLIDES



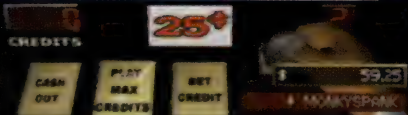
The majestic Golden Nugget Hotel is rendered in stunning detail - cough.



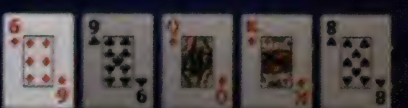
Maybe if I close my eyes and tell myself it's Turok 2, I'll be okay.



WINNING HANDS	10	20	30	40	50
ROYAL FLUSH	500	1000	2000	3000	4000
STRAIGHT FLUSH	80	120	160	240	300
FLUSH OF A KIND	25	50	75	100	125
PAIR	8	12	16	24	30
FLUSH	4	8	12	16	20
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
PAIR OR BETTER	1	2	3	4	5



Troy shows he can do more than just spank his monkey



Somebody please - shoot me in the head

WINNING HANDS	10	20	30	40	50
ROYAL FLUSH	500	1000	2000	3000	4000
STRAIGHT FLUSH	80	120	160	240	300
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TWO PAIR	2	4	6	8	10
PAIR OR BETTER	1	2	3	4	5



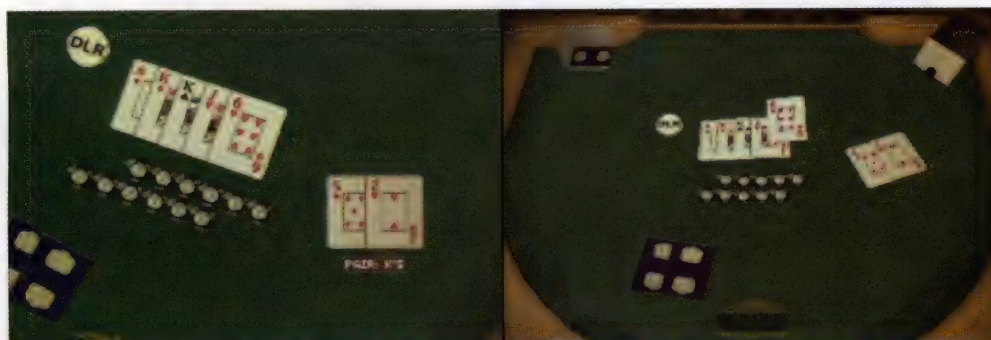
25 cents for this game? What a rip-off!

but it gets monotonous pretty quickly. There are also six poker machines to choose from, with the biggest difference being graphics, rather than gameplay. When you first enter the casino a hostess is behind the counter in the foyer area. This is a 3D environment but the camera follows set panning angles, so you don't get to look around. There're a few games which aren't cards based but most of them are based around two spinning wheels. One, like a vertical version of the Wheel of Fortune wheel, and the other is the roulette wheel. The ball, in the game of roulette, is probably an example of the best animation in the game, simply because its only competition is a dealer waving an arm to welcome you. The cards are easy to read, which is the most basic requirement of Golden Nugget's graphics. Some games split the screen four ways while you place bets but it rejoins for the main action, like wheel spinning.

### I Hate This Game

THIS GAME GIVES YOU THE CHANCE to participate in





... sorry, I passed out for a minute there. The game is just too exciting for me.

ten different gambling games. The fun of gambling is the potential to win cash, which can actually be spent. Unfortunately the only point of gambling here is for its own enjoyment, of which there is very little. Four of the games are variations on poker, including video poker. Video poker is basically a simulation of pub card machines, which in turn, are simulations of real poker games. This means, playing Video Poker in Golden Nugget is similar to playing a video game in which your character sits on his butt playing a different video game. The card games are the better part of Golden Nugget except for the atrocious Mini Baccarat. The card games involve skill and strategy mixed with luck, but all that's required in the other games is placing a bet and hoping for the best. If the result of a Nintendo game relies upon randomness it is impossible to improve. This is not what makes a good video game. This makes six out of ten sections worthless. Who would ever want to play a poker machine simulation. Press a button and the computer decides if you win or lose. Do games get any less interactive? The only people who would want to play a poker machine game

would be the people who put all their money in poker machines and probably don't own a Nintendo. The card games in Golden Nugget are four player, but who would buy a cartridge when a pack cards costs \$2, is more fun and isn't limited to four people.

### I Hate This Game

WHO CARES WHAT IT SOUNDS LIKE? This game is so crap that the sound is irrelevant. The laid back lounge music is drowned out by the constant chatter of the crowd. The dealer and hostess have a few generic phrases which they repeat ad nauseam, and that's about it.

THIS GAME SUX ASS. There is only one circumstance in which anyone should purchase this game. If you wish to play poker or blackjack by yourself this is the game for you. That's it. Under no circumstances is anyone else to purchase this game. If you have relatives who may give this to you for your birthday, throw your N64 in the bin so that you never have to play Golden Nugget. Every second spent playing this game is absolute torture.



This game sux ass so hard that I'd rather be watching an episode of Neighbours

### SECOND OPINION

I think Troy was a little bit too generous when reviewing Golden Nugget. This is the worst game I've ever played, without exception. I would rather play Dual Heroes for a week than play this game for ten minutes. This game is nothing more than a weapon for Playstation owners to be used against us in the PSX vs N64 debate. I would rather barn dance with the Spice Girls on the Playstation than play this game. Golden Nuggets is an embarrassment to all Nintendo 64 owners and a slap in the face to Nintendo's quality policy.

Robert Garcia



### THUMBS UP

The opportunity to play Blackjack and Poker alone

### THUMBS DOWN

- The entire concept of this game is retarded
- The lack of security staff to beat up patrons takes away from the realistic casino atmosphere



PUBLISHER: **ELECTRONIC ARTS**  
 DEVELOPER: **WESTWOOD STUDIOS**  
 GENRE: **GAMBLING**  
 RELEASE: **MARCH**  
 PRICE: **\$99.95**  
 RATING: **G**  
 PLAYERS: **1 - 4**  
 RUMBLE PACK SUPPORT: **NO**  
 SAVE GAME SUPPORT: **MEM PAK**

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

**3** | **10**



# FoxSportsCollegeBasketball

The worst basketball game ever? Looks like a job for Robert Garcia.



Unfortunately College Basketball isn't a match for games like NBA Jam '99 and NBA Live '99. Steer clear of it.

**B**asketball. A blend of speed, finesse, power, grace, and if you're lucky, beating the crap out of those 6'8" cap-on-backwards-stringbeans who think they're tough. Fox Sports College Hoops '99. A game of choppy animations and unrealistic gameplay. If you're lucky, you won't smash the cartridge after two minutes of playing this game, and if you're really lucky, you'll get a \$10 trade-in for it.

Don't get me wrong, I don't like trashing games. Sure, I've come down like a ton of bricks on a particularly pathetic title before, but I love the warm and fuzzy feeling of playing a superbly crafted game. Unfortunately, FSCH99 is about as well crafted as an episode of Neighbours.

Firstly, the question needs to be asked - why a college basketball title in the first place?

Basketball is quickly travelling down the road marked "obscurity" in Australia, and although a year ago there were no real basketball sims on the N64, there was still NBA Hangtime, which remains a top quality basketball game (it's the only one where you're rewarded for smacking your opponents around). FSCH99 is now entering into a market with some above-average bball sims, like NBA Jam '99, NBA Courtside and NBA Live '99.

There are over 120 teams to choose from in FSCH99, which is great - around 90 more than the usual NBA game - but there are no real players in the game. That's right, none. Not that you'd be likely to know any of the players in the American college system (I don't!), but if the real names were there, then maybe a couple of bas-

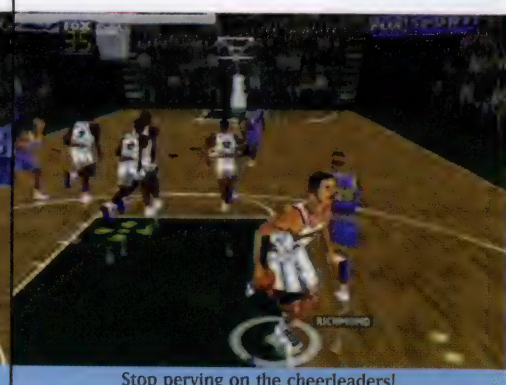
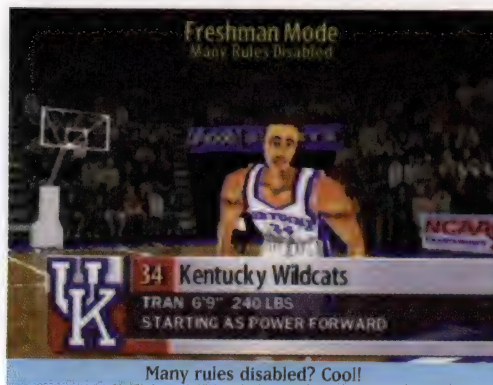


ketball freaks would purchase this game purely for the "realism". At least when I'm playing a crappy NBA game I can laugh at how poorly the real players have been represented in the game, here you just cringe at how lame made-up players can look.

Honestly, these players don't just look bad, they look atrocious. If you thought that Steve's editorial photo was an example of a shocking head, you ain't seen nothin' until you've checked out the horrid faces and even worse bodies on these guys. Troy Gorman is Arnold Schwartz-baby compared to the typical FSCH99 player.

Graphically, the game does have a few things going for it. The "Fox Sports" branding is reasonably well done, and the courts are passable. The crowd? Not the best looking crowd, but still better than the bulldozed pixels that are pretending to be a crowd in NBA Live '99.

Of course, all of these graphical flaws could be overlooked if we were presented with an exciting game. Unfortunately, we're presented with a cartridge that would be better being used







as a door stop, or even better, as a make-shift hockey puck. The main problem with FSCH99 is that it's as close to an unplayable game as you're going to get in a sports title. Or any title, for that matter (except G.A.S.P.).

The players all react in a totally "herky-jerky" manner, there is no fluid motion like you'd find in a good sports game. The players don't move well at all, they act like robots who have set positions to run to and that is all they will do. The AI of your teammates leaves a lot to be desired - if you run at one of your players, they'll just stand there like a kangaroo caught in headlights, instead of reacting to your move and heading to an open spot on the court.

Defensively, your opponents are actually quite good. Well, it might be that the offensive moves are just hopeless, but I'm prepared to give it the benefit of the doubt in this case. Each defensive player really puts an effort into stopping your team, and if you blow past one guy then you'll find another guy helping out and stopping you quick smart. This is probably the only positive feature I could find in this

otherwise putrid game.

When it comes down to it, this is the least enjoyable basketball game I've played, ever. The only thing that sets it apart from the other basketball games is that it's a college game, as you can't put yourself in the extra large shoes of guys like Shaq and Rodman. Give this one a miss, unless you absolutely, positively, gotta have every last basketball game released. Get out and buy NBA Live '99 instead!



## SECOND OPINION

I don't know what Robert's problem is?

This game rules!

It has REALLY good graphics and REALLY good gameplay. In fact it's my favourite game. It's easily the best basketball game on the system and i like it so much that I want to marry my cart...

SMASH, "owwww, let go of me Robert"

- CRUNCH "aarrgghh".

- work experience kid,  
(now in intensive care)



## THUMBS UP

- There are over 120 teams to choose from

## THUMBS DOWN

- Some of the worst looking players in gaming history (including Atari 2600 games)

- Hopeless gameplay



PUBLISHER: NINTENDO

DEVELOPER: Z-AXIS

GENRE: BASKETBALL

RELEASE: APRIL

PRICE: TBA

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: MEM PAK

## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

2 | 10

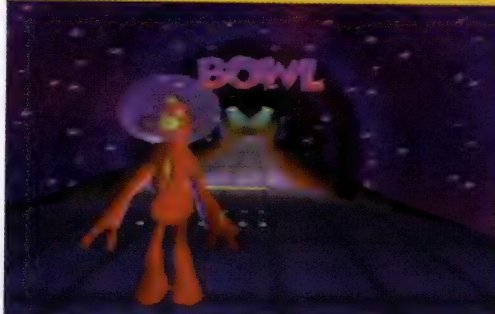


# Milo's Astro Lanes

A Ten Pin Bowling simulator, Troy could hardly control his enthusiasm for this one...



Judging by the alien's huge head, he obviously has a staggering intellect. Why the hell he's playing bowling is a mystery.



This guy proves that wearing a fish bowl can be cool



Some power-ups split the ball into three smaller balls



The game may be boring but at least locations like this volcano are a more interesting than standard bowling alleys

**S**o, you completed *Zelda* before Christmas. *Turok 2* took you just under a week. *South Park* and *Perfect Dark* aren't due out for months. Is it time to shove the 64 under the TV and go to the beach? Of course not. *Milo's Astro Lanes* is just the sort of game the Nintendo has been screaming out for. A ten pin bowling game. I kid you not.

## Life in the gutter

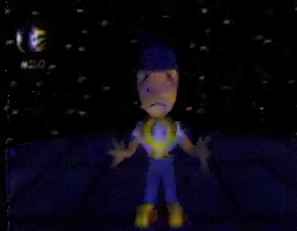
THE OVERALL THEME of the game is cosmically comic, similar to the *Jetsons* cartoon. The lane isn't in a regular bowling alley. Depending on where you choose to bowl, you could be in deep space, bowling down some monster's tongue or in a Venusian landscape. The amazing visual variety doesn't stop there. The bowling balls come in six funky styles. There are no boring black cannonballs to toss across the wax for Milo and the gang. Although, there are six different characters to choose from, there are no differences in their abilities. It's all up to you to decide who's best. Milo is the standard human character and he's egotistical enough to wear a t-shirt with his own name on it. As the game has Milo's name on it, it's a safe assumption that humans will remain the dominant species at ten pin, even when we're competing on an intergalactic level. Ann, is the token human woman with a Marg Simpson hairdo. Onuki is the large brained, blue headed alien genius. Johnny is an alien whose attire suggests a desire to be accepted into the redneck section of the bowling fraternity. Warbler is a red mutant with a fish bowl on his head but somehow he manages to look cooler than the rest of the gang. While the 3D environments won't stop your heart mid-beat, the designers are to be complimented on their attempts to vary the standard wooden lane with a gutter on each side and ten pins down the end. There are five different views possible. As well as being able to zoom the view in on the pins. After every ball you bowl, the character is shown to be happy or sad, depending on how well they went. These get very monotonous very quickly. Unfortunately there is no skip feature.

## Bowl me over

THE AIM OF THE GAME is to continually bowl better scores than your computer controlled adversaries. As the game's level increases, so does the computer's skill, and so must yours if you want to beat the game. For those who have never played ten pin (is that possible?), these are the basics: Bowler and ball are at one end of sixty foot long, waxed, wooden floor. Ten



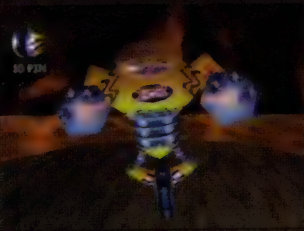
## MEET THE FREAKS



**MILO** - I'd be proud to have my name on such a fine game



**ANN** - Token chick perpetuating sexist stereotyping



**TEN PIN** - Token android perpetuating sci-fi stereotyping



**ONUKI** - His big head suggests a high IQ, but can he bowl?



**WARBLER** - Speaks unintelligibly, a true sportsman



**JOHNNY** - Deep down we all wish to American. This alien is no exception.

pins, hence the imaginative name of the game, are at the other end in a triangular formation. The bowler must attempt to knock the pins down with the ball by bowling (ie, rolling, not bouncing, the ball) to the pins. Ideally the ball will connect with the pins at the appropriate speed and trajectory to cause a domino effect, knocking down the maximum number of pins. The pins are set up ten times, with two attempts each time. That's the basic concept. The game tries to accurately simulate bowling by allowing control over speed, spin and how far from the centre of the lane you throw the ball. In reality, perfecting and maintaining consistency with these three variables is a life long challenge for many bowlers. In N64 land, anyone with competent control pad skills will be scoring strikes pretty consistently after a couple of games. To ensure that you don't master the game instantly, a number of non-standard features have been added. Lanes have been altered. There isn't one standard, straight lane. The lanes have bumps, jumps and zig-zag edges. This makes calculating angles and spin that much more challenging. There are many power-ups, like Specials, Anti-Specials and Power-ups, which are collected by the ball along the way to the pins. Specials can enlarge the ball, split it into three or add a turbo boost. Anti-specials are weapons used against your opponent to ruin their chance of success. These include exploding the ball and putting a pool of acid on the lane. Aside from League matches, there are also Practice and Versus modes. Practice allows bowling on any lane without hav-

ing to wait for a computer opponent to bowl between your frames. In theory, Versus mode allows up to four people to compete against each other, but I know of no social group that would admit to having four people willing to participate in a ten pin bowling simulation.

### Pin me down

THE SOUND is absolutely fitting. Milo's spaceship on the title screen makes exactly the same sound as George Jetson's hover car. In the future, as surely as we'll be travelling through space in a silver jumpsuit, music will be primarily bouncy tunes. They'll be performed on a bottom-of-the-line Casio keyboard and sound like advertising jingles from the sixties. Thankfully these will be forgotten as soon as the game is turned off. Every character has a handful of catch phrases which they repeat ad nauseam after every bowl. The sound effects and music are non-essential parts of the game. I suggest turning it off completely and putting on whatever music takes your fancy. Guns n' Roses and Spice Girls are my personal faves.

IF YOU ARE SUCH A BIG FAN of ten pin bowling that you live at your local bowling alley and need to fill in those hours between midnight to dawn when the alley is closed, with more ten pin related tom-foolery, then you need help. I would like to put forward the supposition that you are a sadder loser than Steve "Mummy's boy" O'Leary and this game would slot well in between your Neil Diamond CDs and your autographed poster of Corey Feldman.

## SECOND OPINION

It is good to see an increasing number of games appearing on the N64 that don't conform to the mainstream genres, like racing and 3D platformers. I'd be the first person to commend developers for trying something new and original. Unfortunately, while a ten-pin bowling game for the N64 is something new, it proves that there are simply some genres that should never be attempted. The game's controls are so simple that you can have the game mastered in less time than it takes Troy to crash and burn on a date (usually about 11 minutes). If you're still awake after mastering the game then there's no reason to ever play it again. Not even recommended as a rental, I'm afraid.

- Narayan



### THUMBS UP

- The best ten pin bowling game on the N64

### THUMBS DOWN

- It's a ten pin bowling game



PUBLISHER: NINTENDO

DEVELOPER: CRAVE ENTERTAINMENT

GENRE: BOWLING

RELEASE: FEBRUARY

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

4 | 10





# Shadow Man

Iguana's latest game is their most ambitious to date and marks a new direction for the company previously known for their quality sports and shooting games. It's a dark and deranged glimpse into the world of some of the nastiest serial killers in history. Get ready for a game that makes previously so-called 'mature' games like Goldeneye and Turok 2 look like episodes of Playschool.



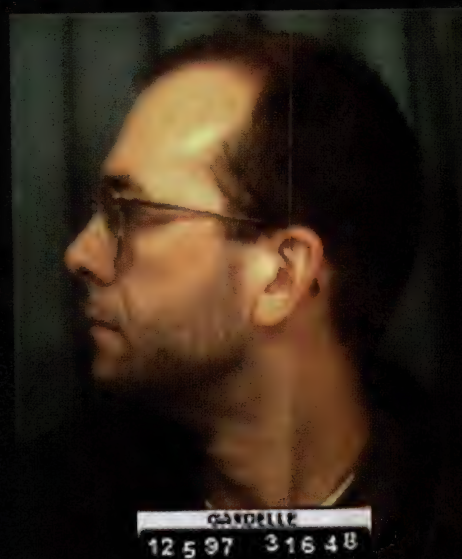


N64 Gamer managed to get the chance to have a quick chat with Guy Miller. He's the Creative Director on the game and as you'll see, he's quite a dark and mysterious man himself....

**1.** *I think the thing that intrigues most people about Shadow Man is its dark and moody setting and storyline. Too often these days Nintendo games seem to revolve around saving a princess in a fairy tale land – what gamers are after is something gritty and atmospheric. Can you give us a brief rundown of Shadow Man's storyline and the sort of ways you've created the game's rich atmosphere?*

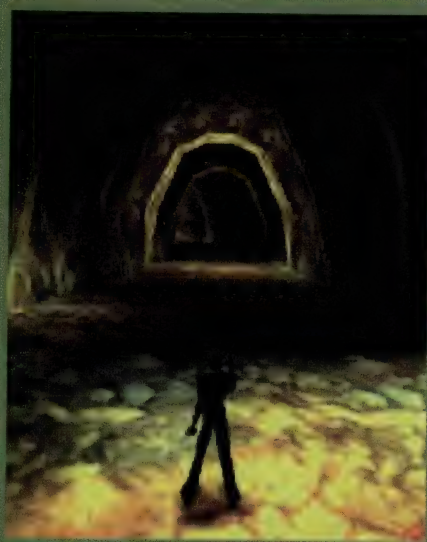
**[GUY MILLER]** Shadow Man is a game about killing, about how, sometimes, it takes a killer to catch a killer. Let's make no bones about this – there's a lot of killing going on in this game – you get to travel to new and interesting places, meet new and interesting zombified people, and kill them. The rundown of the storyline is simple: You play as Mike Le Roi in this world (Liveside) and as Shadow Man in the next world (Deadside); as Shadow Man you get to kill, explore, find stuff, play with that stuff, kill some more, gawk at naked voodoo chicks, jump about, avoid traps, kill, gawk at yet more naked voodoo chicks, go crazy, kill again, meet five serial killers, talk with them a little, and then kill them. The game is really, really artistic, y'know?

**2.** *It's rumoured that the game involves travelling between two worlds. There's the world we know, based around New Orleans, and the world of the dead. Can you tell us how travel between these worlds is implemented in the game? What sort of things will*

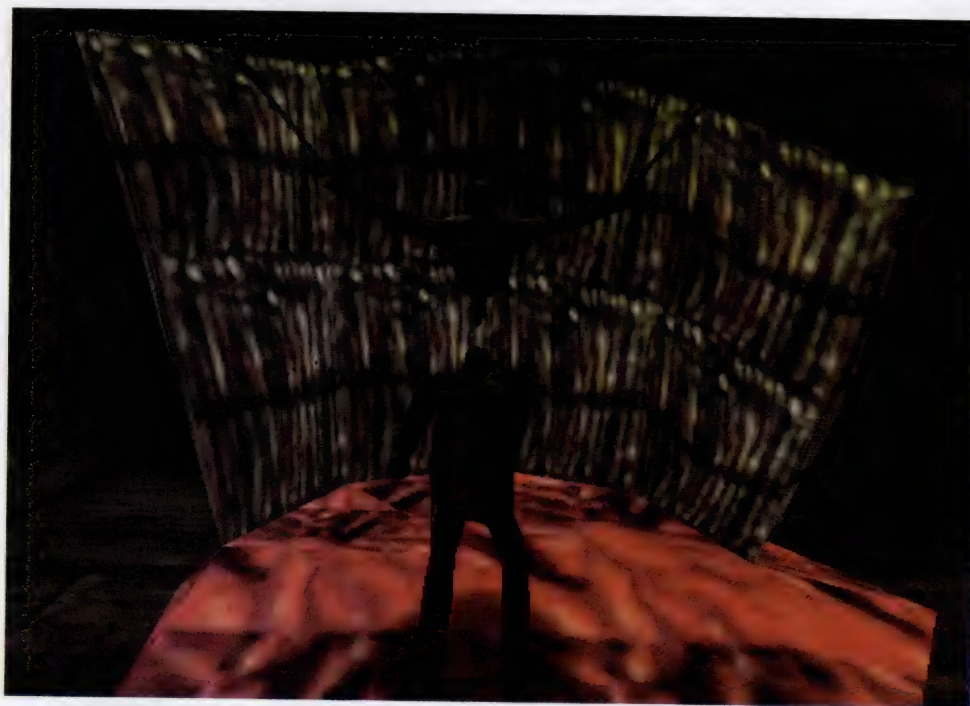


*Getting ideas for videogames from criminals isn't such a bad idea, especially when they're total lunatics like Guy Killer... er Miller, that is.*





Ever seen 'Seven', 'Silence of the Lambs', the 'Texas Chainsaw Massacre', 'Henry: Portrait of a Serial Killer'? Shadow Man will be like playing through all of the scariest, weirdest parts of these movies.



Coming upon disgusting things like this dismembered body is commonplace in this freaky game.

he be doing in these worlds and how will the gameplay differ between worlds?

[GUY MILLER] The 'world we know' isn't always New Orleans - it may be for you, but for me it's anywhere there's a fridge. In Shadow Man, the 'world we know' is comprised of a Louisiana swamp, a Texas Prison, a New York tenement building and the London Underground network. The 'world of the dead', or Deadside, comprises the Wastelands, the Marrow Gates, the Gad Temples, the Asylum - and loads of other crazy locations too numerous and horrifying to mention. As for what sort of things you'll be doing in these worlds, well, you get to kill, you get to avoid traps, jump chasms, hang on moving thingummys, look out for spikey stuff, kill with a variety of weapons, run, strafe, gasp, vomit, shudder and tell yourself over and over, 'it's only a game, it's only a game, it's only a game...'

**3.** Given that the game uses a 3rd person view - will the gameplay still resemble the shooting based styles seen in Turok and Goldeneye - or will it be more action based like the Tomb Raider series?

[GUY MILLER] It'll be like neither. It'll be better than both. It'll be an experience to remember - and wake up screaming at the memory. Especially the sex stuff.

**4.** Can you tell us about the multiple actions the character can perform? We've heard that you can do a complex series of moves very quickly. For example, you may do a sideways roll across the ground, picking up a key and drawing your gun so that you come up firing.

[GUY MILLER] Let me give you some actual examples: You have a Magnum Desert Eagle in one hand and a flashlight in the other, or you have your Magnum Desert Eagle in one hand and a shotgun in the other - you can use both at the same time, or use 'em independently. You have an Engineer's Key in one hand and a Violator in the other - you can hold off the Asylum Brutals with your Violator, while using your Engineer's Key at the same time. You're climbing up a Bloodfall using your Poigne and you get attacked by Deadwings, so you take out your Flambeau Voodoo Weapon and - still hanging on to the Bloodfalls - you blow that Deadwing away. Or, as a slight variation, you're moving hand-over-hand across a Deadside tendon stretched across a yawning chasm and you get attacked by a Zombie on a ridge nearby, so you take out your Marteau and - still hanging on to the tendon - you blow that Zombie away. Really, the possibilities of two-handed usage are pretty extensive... ask your grandmother.

**5.** Will the game have specific objectives that need to be completed to move through the levels or will it be a more free flowing, exploration based game?

[GUY MILLER] It'll have both. Shadow Man is fundamentally non-linear in its overall structure, by which I mean that there are certain sections in the game that have levels that can be completed in no particular order.

**6.** A good variety of weapons is always welcomed in action games these days. Can you tell us what sort of weapons Shadow Man





The lighting effects in *Shadow Man* rival those seen in *Turok 2* and *Forsaken*. Firing off a few shots always looks spectacular

will use, and what sort of things will he be able to do with them? For example, as well as killing enemies, can he disable them, stun them or use the weapons to break through sections of the scenery?

[GUY MILLER] Certain weapons will break through sections of the scenery, for example, the Marteau, which is a voodoo-based weapon, a dead guy's jawbone. There'll be 30+ objects to discover and use in-game. Some of them will have a dual purpose as both a weapon and an item.

**7.** We've heard that *Shadow Man* has some pretty scary stuff in it, but just how scary will it be? Games like *Resident Evil* had the ability to really scare the crap out of gamers because it combined dynamic music with scenes where monsters would burst through windows completely unexpectedly. I'm sure you don't want to spoil any specific scenes, but what sort of techniques will *Shadow Man* use to really achieve fear in its players?

[GUY MILLER] We plan to stalk anyone who doesn't buy this game. That should scare 'em. As for scaring the player... ever seen 'Seven', 'Silence of the Lambs', the 'Texas Chainsaw Massacre', 'Henry: Portrait of a Serial Killer'? *Shadow Man* will be like playing through all of the scariest, weirdest parts of these movies. Ever been on those crazed psychotic wacko screwed-up psycho loony sites on the Net? *Shadow Man* will be like playing through the heads of the people who put those sites together. There again, I personally think that saving a Princess in a sickly sweet disgusting puerile fairy-pantywaist-land is pretty bloody scary. Far better if you got to actually kill the Princess at the end...

**8.** Even though *Turok 2* is a great game in its own right, there's no doubt that the extreme violence, like being able to blow heads clean off and punch holes straight through creatures' stomachs, had a lot to do with the game's success. What level of violence can we expect to see in *Shadow Man*?

[GUY MILLER] If you think of a scale of graphic violence where *Turok 2* is a 1, then *Shadow Man* would be at least a Level 10.

**9.** What made you decide to develop the game for the N64 as opposed to other machines like the Playstation?

[GUY MILLER] The dark shade of grey on the N64 is nicer than the Playstation's lighter shade, and we thought that factor made it easier for us to develop *Shadow Man* on the N64.

**10.** Is it true that you already have plans for a sequel? I've heard that the game will be made in a similar way to *Banjo-Kazooie* - meaning that there are secrets in this game that relate to the next adventure or can only be accessed after playing the second game?

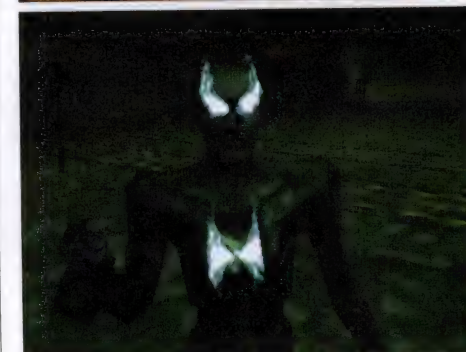
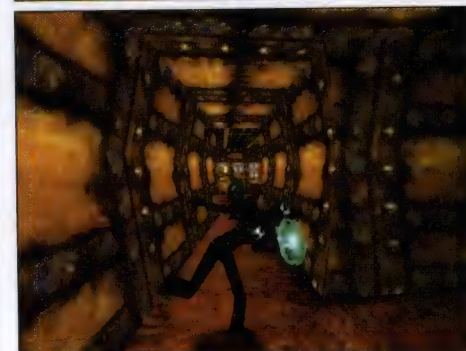
[GUY MILLER] It's true, we are planning a sequel, but I can't say anymore than that, or I'd be forced to garrote myself... which would be nice, but I'm not ready yet.

**11.** What other N64 projects will the *Shadow Man* team be working on next and what can you tell us about them?

[GUY MILLER] We're going to do a game where, at the end, you get to kill the Princess.

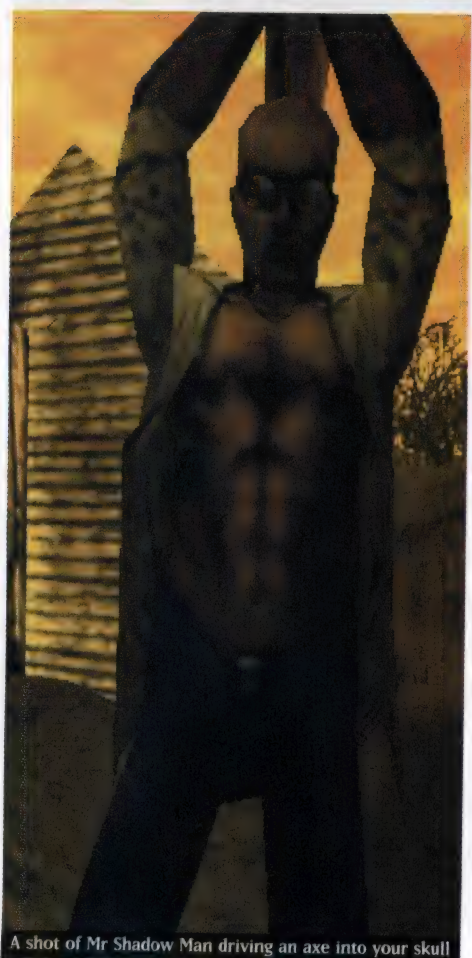


*Shadow Man* is based around a popular gothic comic series



Yeah, he does look like one evil S.O.B...





A shot of Mr Shadow Man driving an axe into your skull

## Shadow Man

**A**fter only a few minutes play, it becomes apparent that Shadow Man is unlike any other Nintendo game we've ever seen. Shadow Man effortlessly stands out from the multitudes of platform, driving and racing games because of its sinister storyline which is literally dripping with atmosphere. Right from the very beginning Shadow Man feels much more like a movie than a video game. The opening scene winds its way through a labyrinth of murky sewers until we finally arrive in the gruesome killer's lair. During this scene you hear the voice of the legendary 'Jack the Ripper' as he describes how he loves all of his girls. He also says how he regrets the bloody rituals of their deaths, but that they are necessary for the purification of his soul. It's at this point that you stand back and think - whoa!, this is pretty heavy for a game. There's no doubt that Shadow

Man will scare a lot of gamers. This may put a few people off, but I'm sure the majority of Nintendo owners will be very eager to get their hands on a more mature game that has the ability to scare the crap out of them.

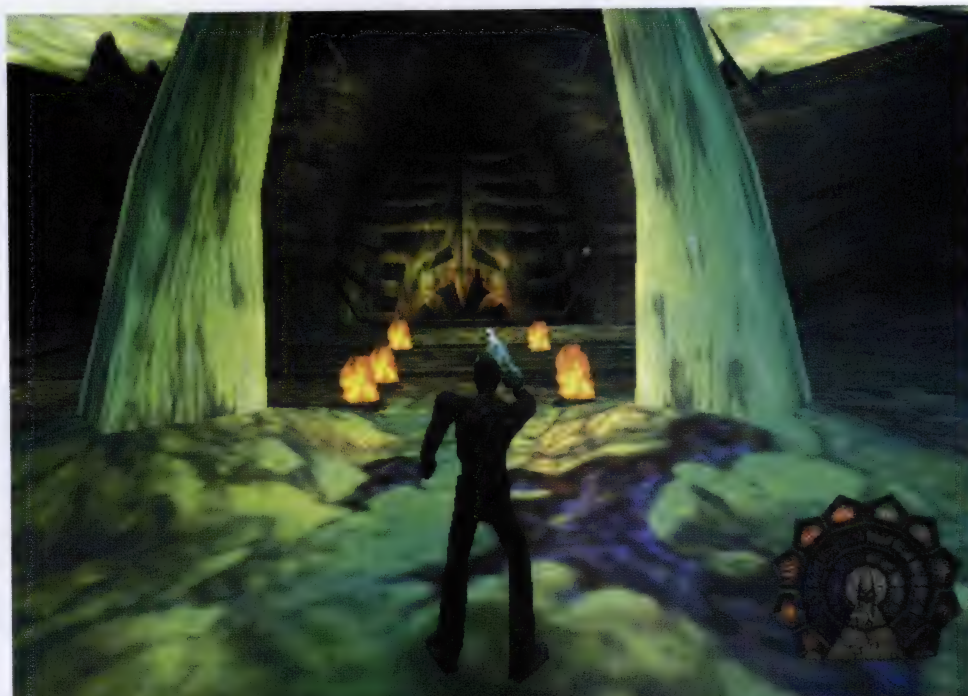
Graphically speaking the game is a feast for the eyes. It takes full advantage of the new 4Mb Ram Pak to display high-resolution visuals that are surprisingly detailed. Games like Turok 2, and especially Rogue Squadron, may look great in high-resolution, but most of the textures are quite plain and lack the details of a real world. Shadow Man looks much more realistic because when you're wandering around its world you will see many life-like details. For example, wooden bridges have a few broken beams, alleys are littered with garbage and rooms have dried bloodstains on the floors. Wherever you look in this game



you'll see the sorts of details you'd expect to see in a real environment. Another feature that adds to the realism is the clever programming that eliminates all the unnecessary fog or pop-up. In one scene, you can swim through a maze of underwater passages and then come out at the edge of an immense lake that you can see all of, without a hint of fog. The high-resolution even allows you to make out a few crocodiles that stir and start moving towards you from the far side of the lake. The scene looks amazing. The animations are also painstakingly detailed. Shadow Man swims with ease if he's carrying nothing. However, if he's holding a gun in one hand then he can only swim slowly using his other arm. Hold things in both arms and he moves along at a snail's pace by kicking with his legs. Lighting effects are another feature that add even more realism to the environment. Gunshot flashes light up the room when you squeeze off a few rounds. Many of the areas in the game are also quite dark, so Shadow Man has the ability to carry a magical burning torch with him that works even while he's under water. The enemies in the game will definitely surprise you. In one scene I was wandering around the mystical plains of the Dead World, when I saw some winged creatures circling above me. I assumed they were bats, but as I got closer, they started diving at me and I realised that they were in fact human-like wraiths with huge vicious claws.

The fear that the game builds in players is mostly to do with the hellish atmosphere and moody sounds. However, this is not to say that the game is not violent. In one scene, you are attacked by a bunch of headless corpses in an abandoned prison. The carnage that results as you blow chunks out of the advancing zombies has to be seen to be believed. In another scene I unwittingly stumbled across a couple of guys packing assault rifles. Watching Shadow Man's body spasm violently with blood flying everywhere as they pumped endless bullets into him was a truly grisly sight.

Shadow Man's gameplay is an interesting mixture but it comes together well to make an enjoyable experience. The game takes the best qualities of earlier successes and combines them into a fantastic experi-



In the Dead World, Shadow Man has different powers and weapons to those he has in the Liveside world.

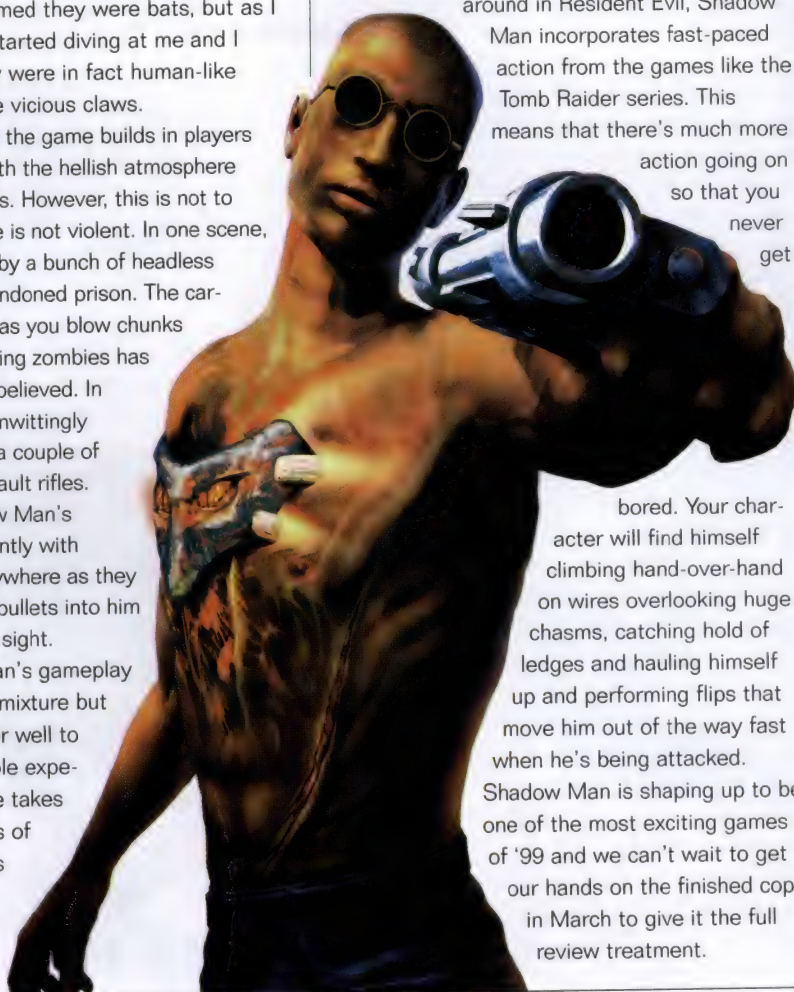
ence. Like Resident Evil, Shadow Man has the dark and moody storyline, the extreme violence and rich atmosphere. However, instead of the slow pace you experience when wandering around in Resident Evil, Shadow

Man incorporates fast-paced action from the games like the Tomb Raider series. This means that there's much more

action going on so that you never get

bored. Your character will find himself climbing hand-over-hand on wires overlooking huge chasms, catching hold of ledges and hauling himself up and performing flips that move him out of the way fast when he's being attacked.

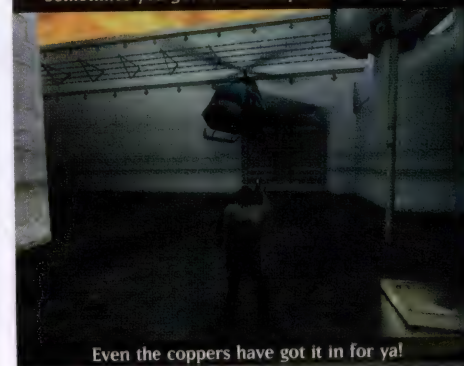
Shadow Man is shaping up to be one of the most exciting games of '99 and we can't wait to get our hands on the finished copy in March to give it the full review treatment.



Now, tell me where you put my cheesy poofs!



Sometimes you get attacked by headless corpses.



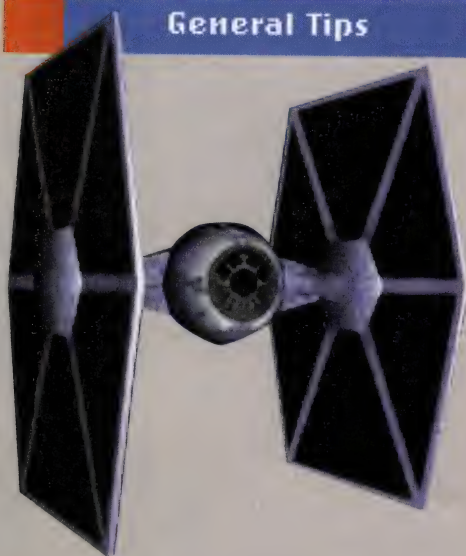
Even the coppers have got it in for ya!



# Rogue Squadron Playguide



## General Tips



■ It may seem obvious, but the first thing you have to concentrate on is perfecting your killing technique. For ground based enemies, the most effective technique involves lining yourself up, hitting the airbrake (trigger) to give you more time to kill them, then swerving out of the way at the last instant (if they're not dead) and hitting the boosters to circle around for another strafing run.

■ Flying enemies require slightly different techniques. Probe Droids can be dealt with easily on a single pass. However, the Tie-Fighters are more difficult. Use your boosters to catch up to them, then match their flight path and pound them with lasers from close behind.

■ Make sure you understand the radar screen: the red dots are Imperials, the green dots are Rebels and the flashing orange bar indicates the direction you should follow to complete the next task.

■ When a missile gets a lock on you, you will hear an alarm beeping. If you're in an X-Wing, you can close your wings (right yellow button) and outrun the missile.

■ The various craft in the game have a slow auto repair feature. So if you've been hammered you can fly off to a safer area for a bit and wait for your ship to repair itself. This doesn't work if you've already lost your R2-D2 unit. Also, most levels have tight time limits, which make this difficult to do.

■ Don't concern yourself overly with getting the gold medals on your first run though the game. This is because after you complete the game you are given access to a larger variety of craft in missions. By coming back later and using advanced ships like the V-Wing you can

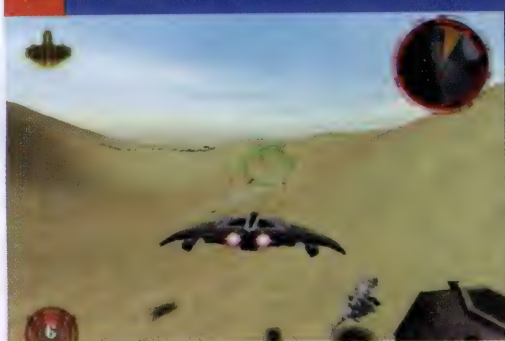
get gold easier. In case you're wondering, achieving the different medals opens up bonus levels. All bronze and you get a race through Beggars Canyon on a Skyhopper, all silver opens up the Death Star trench and all golds allows you to fight in the battle of Hoth (from The Empire Strikes Back).

■ Make sure you try to collect all the bonuses. Power-ups like the shield upgrade and the seeker missiles can be used in all missions once you collect them. However, you must complete the mission after collecting them to keep them for good.





## Ambush On Mos Eisley



Strap yourself in for an easy first mission. When the level begins you'll be confronted with a bunch of Probe Droids. Hit the bottom yellow button a couple of times to change your laser fire to all four cannons simultaneously. Now simply line it up so that the droid is inside both circles and fire. Just use the



map to clean up all the droids. However, there are four Stormtroopers in the hills to the left of the last droid (the one above the Jawa mobile). Two are on creatures and two are next to a shuttle. You'll need to kill all four to get the gold medal (use the rapid fire mode for these guys - bottom yellow again). As



soon as you've got all the droids you'll see a cut-scene of Tie-Bombers attacking Mos Eisley. Follow the radar there and swing in behind the bombers as they circle the spaceport (make sure your lasers are switched to rapid fire). Kill all six and it's mission complete.

2

## Rendezvous On Barkesh



The aim of this mission is to protect the Rebel convoy. So make sure you never leave it defenceless by straying too far from it. Take the path to your right and take out the Probe Droids. Now fly ahead of the convoy and take out some more droids and three AT-STs you find. Make sure that you don't kill them by fly-



ing towards them when their guns are facing you or you'll take heavy damage. Now head back to the convoy and destroy the Tie-Bombers. Keep following the trail and on the hill to your left is a laser turret you can kill (make sure you swerve around a bit as you strafe turrets so that their lasers do not get a



bead on you). Now keep following the convoy. You should also fly ahead a bit and look for Imperial ambushes (remember not to stray too far though). You should come across a few more AT-STs, some Tie-Bombers and a Tie-Interceptor before you finish the mission.

3

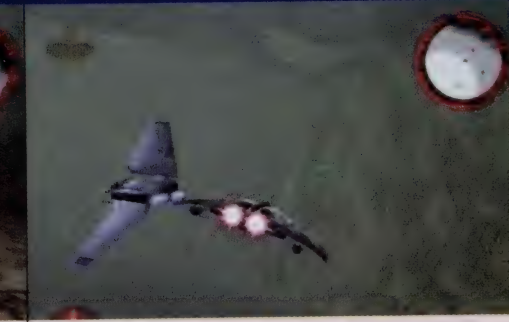
## The Search For Nonnah



At the beginning of the level you'll be surrounded by Probe Droids and various Tie-Fighters. Fly around killing everything you can until you hear something about the Nonnah being under attack. Your map will now lead you to the shuttle so get moving. The shuttle



you need to protect is floating in a lake. Stay here and destroy all the Imperials that attack it. First off you'll need to kill the AT-STs and the mobile laser turrets that come out of the big Imperial ship. Next you'll have to chase after a bunch of Tie-Bombers. Next clean up

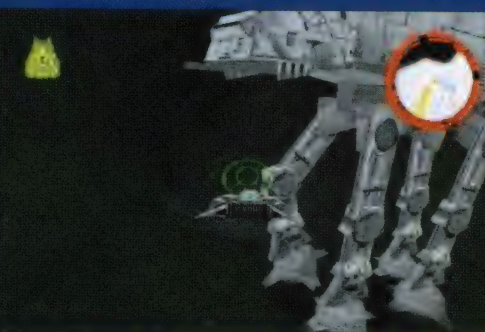


all the regular Tie-Fighters flying about. Now some more mobile laser turrets will appear accompanied by AT-PTs this time. Waste them and the Shuttle should finally take off. Protect the shuttle from a few Tie-Fighters and that's the mission.



4

## Defection at Corellia



You'll start flying towards the city. There's nothing to do for a second until one of your wingmen spots something on his scanner. Follow your radar until you come across a bunch of Probe Droids in a valley. Blast the crap out of them then head back to the city. Eventually you'll come to a section swarming with Tie-Bombers. They usually fly in pairs so just follow each pair blasting away until you've killed enough to bring up the next cut-scene. You now have to head off to another part of the city (it takes a while to get there but don't panic). Destroy all the Tie-Fighters here and you'll be treated to a cut-scene with none other than Han Solo himself. Now follow your map again to face the next threat. When you're going for the medals you'll notice that as you fly between the various sections of the

city, there are a few enemy soldiers and Tie-Fighters (look for the red dots) that are not part of the objectives. You should try to destroy a few anyway to increase your kills. After following your radar you should come across an AT-AT (the big walkers). You need to use your tow cable to take these things down. Fly towards him at a height about half way up its legs. Fly close by its legs and hit the secondary weapon button (left yellow) as you fly past. This will release your tow cable. Now it's a matter of circling tightly around its legs so that the cable wraps around. You can't stray very far away from its legs or the cable drops out but you also can't get really close or you'll smash into the legs. After a few loops the walker will get tangled and fall over. Practice this technique until you get it right because

there are quite a few AT-ATs in the game. Now kill the Tie-Fighters nearby to get to the next section. You have to head back to the section you were at before to protect it from some foot soldiers, some AT-STs and another AT-AT. Kill the AT-AT first with your tow cable, then take out the other enemies. Now you have to protect an escaping shuttle from some Tie-Fighters before you complete the mission.

### Bonus Power-up

#### ADVANCED PROTON TORPEDOES:

After the Millennium Falcon cut-scene, when you're following your radar, there's a power-up in the first mini-city you pass. It's a floating yellow thing that you can fly through.

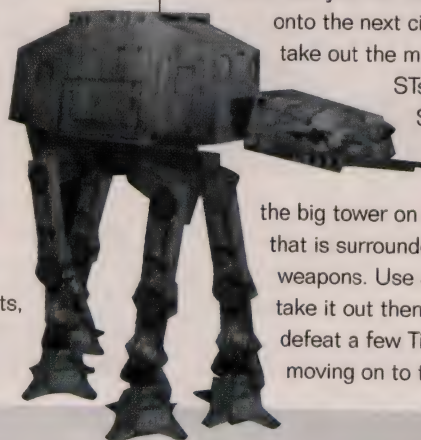
5

## Liberation of Gerrard V



This level can be confusing so try not to get lost. There are two cities that you have to find and destroy enemy weapons in so that the Y-Wings can safely bomb the Imperials (make sure you don't shoot the flying ships floating above the city or you fail the mission). At the start of the mission you'll find a couple of laser turrets straight ahead. Blow them up and then search the city for more. Some turrets are scattered amongst the cities at ground level and others are placed on top of buildings. When you're taking out the ground turrets, stay low to the ground to avoid their fire. When you've taken out

all the turrets in the city, search the surrounding hills for a few missile turrets. Their missiles are guided so swing around a bit (left and right) to avoid the missiles. Eventually you'll get a cut scene and you can now follow the Y-Wings onto the next city (being careful to take out the missile turrets and AT-STs along the way). Search and destroy all the turrets in the next city. Then find the big tower on one side of the city that is surrounded by Imperial weapons. Use a couple of missiles to take it out then all you have to do is defeat a few Tie-Fighters before moving on to the next level.



6

## The Jade Moon

This is another level where you have to protect a convoy. However, this time you can leave it in safe spots to head off and destroy Imperials. As you fly over the moon, you'll find some AT-STs walking amongst some buildings off to your right. Remember to take them from the sides or back, so that their guns don't get you. After you destroy these, continue on and take out the four laser turrets that are on either side of a shielded area. There are also a lot of Imperial buildings around here that you can destroy as you fly past for extra kills. After all the enemies have been destroyed, fly back to where the first AT-ST was and you should find a canyon (it's the white area on your map) that heads off on your right. Follow the canyon along (keeping low to avoid enemy fire) and you'll come to a fork in the canyon. Take the right path and after you wind your way along for a while you'll come to the Shield Generator. Take out the turret next to it and fly past it. Destroy the enemies and buildings here and then head back and destroy the generator ▶



## 6 The Jade Moon

◀ with a couple of missiles. After a cut-scene you should close your wings (right yellow button) for extra speed and head back to the building that was previously shielded. If you're going fast you shouldn't get hit by any of the missiles. When you get there, you will have to destroy a bunch of AT-STs that are attacking the convoy. Now take out all the Tie-Fighters in the area and it's mission complete.



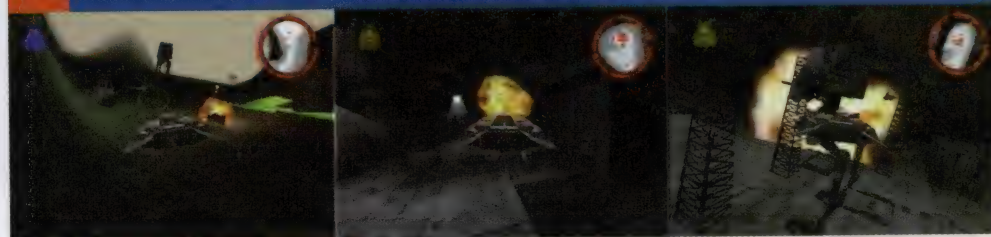
### Bonus Power-up

#### ADVANCED SHIELD TECHNOLOGY:

Make sure you get this power-up because it's very useful. It adds an extra colour (blue) to your shield so that you can take more damage. When you're flying through the canyon and you come to that first fork, if you take the left path, you'll come to a building protected by some missile turrets. Blow up the building and collect the power-up inside.



## 7 Imperial Construction Yards



The first thing you have to do is destroy all the sensor dishes along a canyon. Watch that you don't get too close to them, because if they detect you, it's mission failed. The best technique is just to line them up then hit the brakes and fire at them. Most of them are pretty easy to take out but you should take the left path when the canyon splits and head over to the far-left wall so that you are in a position to take out a tricky one next to the cliff. You will know that you've successfully destroyed all of them when you hear a wingman say that the enemy is blind. Now this is a big level with four enemy installations. However, you only need to worry about two of them (unless you're going for a gold medal, in which case you should shoot everything). To find the first installation that you need to destroy, just stick to the left wall until you come to a canyon off to your left. Around the corner you'll come across two laser turrets and an AT-AT. Ignore the AT-AT, kill the two turrets and destroy the two missile turrets further along. Now the factory is a fairly defenceless target. Simply keep doing strafing runs with your blasters until you've destroyed the buildings on either side of the yard and the one at the back. Check the mission status by pausing the game and keep shooting everything until it says the factory has been destroyed. Also kill most of the inactive walkers and the enemies that are inside one of the buildings.

Ignore the AT-AT as you follow the left wall again until you come to another canyon on your left. Eventually you'll come to an AT-ST and a laser turret. Destroy these and continue along to the next factory. Destroy the missile and laser turrets guarding the next factory. Now destroy all the buildings, inactive walkers and Stormtroopers until you complete the mission.

### Bonus Power-up

#### SMART BOMBS:

After destroying all the sensor dishes in the canyon, fly off to your right toward the AT-AT. Behind the walker is a small installation with a bunch of Tie-Bombers. On the hill above the platform is a laser turret. Take it out and fly through the canyon to your left. Hug the ground in this canyon because 3 Tie-Fighters will be coming at you head on, and will do a lot of damage. Immediately on the other side of the canyon is another platform, this one has a carrier on it instead of ties. On the hill above is a missile turret. Destroy it and then the carrier, on the other side of the platform is a laser turret. Destroy it and do a quick U-turn back to the installation. There are a variety of buildings here, but the power-up is hiding in one at the back-left. (the round dome shaped building right below where the missile turret was). Blow it up and collect the bombs.



8

## Assault on Kile II



You'll start this level with a squadron of Y-Wings. Ignore them. They have no idea where they're going. Just keep heading through the canyons to the back-right corner until you find a canyon leading to a large area (stick to the right wall if in doubt). You'll find a large city protected by a heap of missile and laser turrets. Circle around bombing the turrets (press the secondary fire button once to bring up

your target, then a second time to drop the bomb). After you've destroyed all the turrets you'll be free to bomb the city. Keep checking your mission screen until it says the space-port has been destroyed and then move on. As you fly out, stick to the right wall again and you will come out in a large area with a bunch of radar dishes. Circle around bombing the hell out of all the dishes (remember to



take out the turrets first). When you've done this you'll have to take out the garrison. It's the four rectangular buildings in the same area. Just bomb them all and then shoot all the Stormtroopers that run out. Now you should have completed all three objectives. If you haven't just check back over the three targets and bomb any buildings you may have missed.

9

## Rescue on Kessel



This level is very easy if you know what to do. There's a hover train carrying Wedge (who was captured in the last mission). You have to disable it with your ion cannons (secondary fire). Make sure you don't destroy it or let it get to the detention facility because otherwise, you'll fail. When you start you can kill the two buildings, the missile turret and the AT-ST if you want but you don't have to. After that, go over the mountain on the right of you

and you should see the hover train. Go close and someone will say we found the train. Disable the carriages with the laser turrets on them first so that you don't get shot. After you disable a few more carriages, you should hear that the train is slowing down. Now if you want, you can go kill some ground enemies to try to get enough kills for the medals. Then go back and disable the last couple of carriages to complete the mission.

10

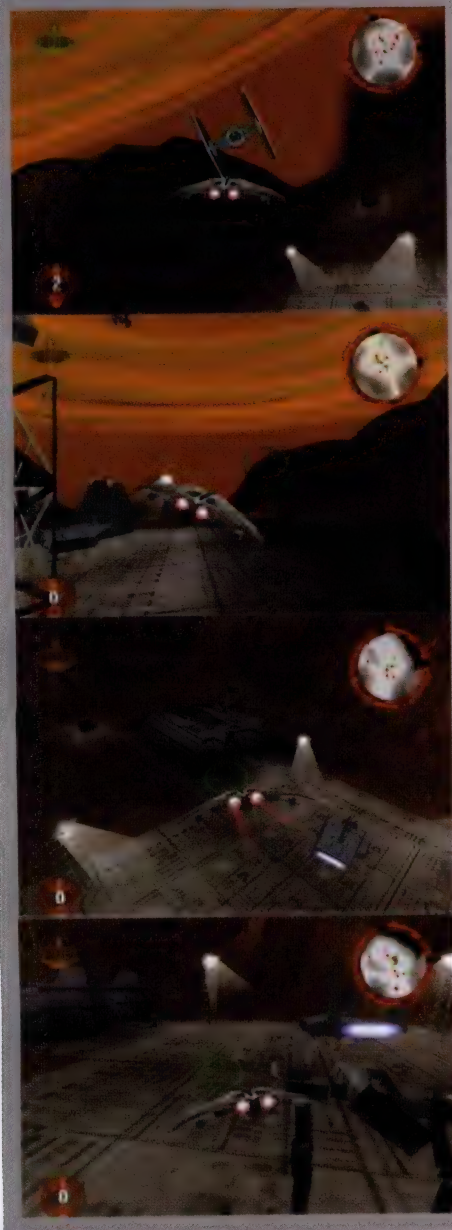
## Prisons of Kessel

The aim of this mission is fairly simple but it takes a long time, so you'll need to practice if you want to survive. The first thing to do is keep going straight and kill the three probe droids, then kill the three Tie-Interceptors. About now Madine will tell you about the shield and its generator. Follow the radar to the generator and blow it up. Along the way you should destroy any laser turrets that you come across, but don't let them slow you down much. Now head back to where the shuttle is and protect it as it rescues some rebel prisoners. Take out the turrets first, then concentrate on any Tie-Fighters or AT-Sts wandering around. Also make sure you kill most of the Stormtroopers because they are easy kills and they do a fair amount of damage to the shuttle. Pretty soon you'll ▶



## 10 Prisons of Kessel

hear that the shuttle is heading for the next prison. Just follow it along, clearing out all the Imperial scum along the way. When you get to the second prison, take out the turrets first, then look for the AT-STs that are hanging around, waiting to destroy the shuttle. Protect the shuttle for a while longer and you'll have finished the mission.



### Bonus Power-up

#### SEEKER CLUSTER MISSILES:

When you get to the second prison, if you look up on one of the cliff faces, you'll notice a small ledge with a missile turret and a small building. Destroy the turret first, then collect the power-up from inside the building

## 11 Battle Above Toleraan



This level is set high up in the atmosphere of a world like Cloud City from The Empire Strikes Back. There are a series of floating platforms with gas tanks on them. You can only destroy the Imperial ones (look for the Imperial logos), don't shoot the civilian ones (blue stripes) or you'll fail the mission. Also make sure you hit the ones up high on the second layers of the platforms. You'll know that you've found all the tanks on a platform because the radar will start flashing and telling you to move onto the next floating platform. Along the way you will also notice a lot of Tie-Fighters swarming about. Make sure you kill a few of them to keep your quota up. You won't have much trouble with this level but the laser cannons on the platforms can be tricky. Take them out with your guided missiles (press the

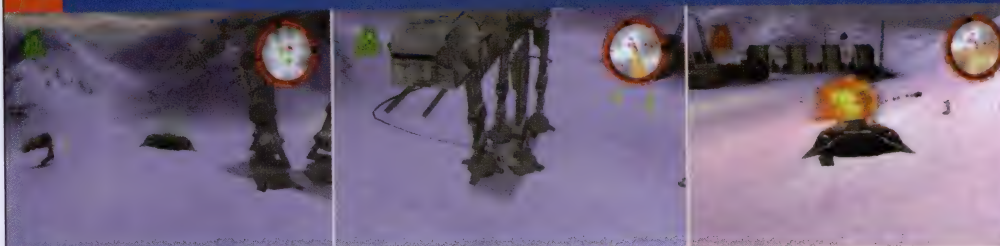
secondary fire button once to bring up the target, then again when the red target appears signifying a lock). If you run out of missiles try coming at the floating platforms from below so that their fire can't touch you. After you've cleaned out a few platforms you'll come to a huge floating city. Behind this city is the final platform which you need to clean up before completing the mission.

### Bonus Power-up

#### ADVANCED LASERS:

When you come to the big city, if you search around the buildings in the middle of the city, you'll find the lasers floating beside one of the buildings.

## 12 Escape from Fest



Like most of the 'protection levels', this one can be really difficult until you get into the swing of things. This time you have to protect some AT-PT's from AT-AT's and moving laser turrets. When you start out, go to the right a bit towards the Shield Generator and blow up the two laser turrets. Then destroy the other two laser turrets on your left. After they're dead you should be able to see an open space with three AT-PT's and an AT-AT. Use your tow cable to take the down the AT-AT. After you've done that, turn around and go over the wall

but don't destroy it. Now you should be able to see another AT-AT. Take it down as well, then head for and destroy the Shield Generator. After it's destroyed go back toward where the wall was and you'll see the AT-PT's. Now you have to protect them. Fly ahead and kill as many moving turrets as you can. When you see the AT-AT, kill it and then go back and kill all the moving turrets. From now on you just have to shoot all the turrets as you can and the occasional Tie-Fighter. After a while you should see a tall box in the middle of the snow. Don't shoot it but let the AT-PT's go up to it, where they'll be safe. Now you have to blow up the research facility (you must have blown the Shield Generator). Look at your map and go to the research facility. When you get there, kill the bunker and then concentrate your firepower on the main building. After it has been destroyed you can exit the level.

### Bonus Power-up

#### SEEKER MISSILES:

They're up at a ledge on a mountain near the first AT-AT and the research facility. Look for the building on the ledge and blow it open for the bonus.



# 13 Blockade on Chandrila



This level is one of my favourites. You start off flying amongst a squadron of about 20 other X-Wings with the Star Wars music pumping away. Your buddies will provide some help, but basically it's up to you to fly around shooting down all the Tie-Fighters that try to destroy the train. Remember not to let them lead you too far away from the train. You have to defend the train for quite a while, but it's pretty easy and as soon as you see the cut-scene, it's time to defend the city. There will be a handful of Tie-Bombers circling the city. Don't be afraid of following them a bit away from the city as you try to kill them because they fly in wide circuits and they don't do much damage to the city. Now you'll get another cut-scene with three ships being shot at by some AT-ST's. Now charge over there and rip into them with your Protons. After they're gone and safe, you'll get another cut-scene with some Bombers and Interceptors. Clean these guys up and it's time to move on.



# 14 Raid On Sullust

This level is probably the hardest in the game, so buckle in. The problem is that the level is littered with missile turrets, and since the Y-Wings move so slowly, they are extremely vulnerable. It's not uncommon to lose an entire life in seconds from a few missiles you never saw coming. The first thing to do is learn the location of all the missile turrets (there are about 10) so that you can plan a path around the level so that you can bomb them all quite quickly. Every time you see a mis-

sile turret, head straight for it (dodging to the sides to avoid the missiles) and you should be able to take it out in a single pass. Once you've taken out all the missile turrets (hopefully you're still alive), it's a fairly simple job to follow your radar around destroying all the transmitters. Don't be afraid to bomb the laser turrets around the transmitters because this means you won't take as much damage and you increase your kills. After you've taken out the last transmitter, you'll see a cut-scene which shows the shield dropping. Now head into the centre of the volcano and destroy the main capacitor. You'll see a bunch of white cylinders in the middle of the capacitor that you need to shoot with your lasers. Be careful not to get too close though or you'll hit the capacitor and explode. You can also shoot some of the Tie-Fighters buzzing around to rack up some extra kills. After the capacitor's destroyed you've completed the mission.

## Bonus Power-up

### SEEKER PROTON TORPEDOES:

*Make sure you collect these because you need them for the next mission. Near the middle of the level, there's a strip of rock with a lot of Missile turrets on it. Look for the landing pad with a missile turret on either side of it. There's a building just next to it with the missiles inside.*

# 15 Moff Seerdons Revenge



Get ready because this is one tough mission. Destroy the missile turret straight ahead. Then take out the next one in the valley ahead and now fly off to your right to take out the other one at the end of the valley. If

you turn right and fly up over the hill, you should find another two missile turrets in the next valley. Once these are gone it will be a lot safer to protect the civilian tanks and defeat the Imperials. Across this level ▶



15

## Moff Seerdons Revenge



◀ you will find various Tie-Fighters, AT-STs, laser turrets and Imperial bunkers (look for the red dots). Make sure you don't destroy any other buildings (especially the round tanks) because you'll fail. Your best bet now is to fly up and shoot down a few Tie-Fighters. After you've killed a few, you'll notice some really fast Tie-Interceptors (look for the red dots screaming across the screen). They try to sit behind you and pound the crap out of you. It's not possible to swing around behind them because they are too fast and they will keep circling you. The only way to take them out is to fly to a quiet area and wait (so that you can see them coming on your radar easily). When you see them coming line yourself up so that you're facing them and lock a seeking missile onto them (you should have grabbed these last mission) and then duck out of the way. A successful missile lock kills them but you'll have to do it a few times because there are usually three or four. As soon as the Tie-Interceptors have been dealt with

you have to act fast to save the rest of the level before the Imperials damage it too much. Simply fly around destroying any Imperials you see. It's probably best to take out the AT-STs next, then all the laser turrets and any remaining Tie-Fighters. Lastly, follow your radar around cleaning up any remaining Imperial bunkers. Once everything is destroyed, the shuttle will appear. Don't stay in one place for long when tackling this guy. Just get a seeking missile lock on him as fast as you can, fire and then hit your turbo (close your wings) and get out of his way. You only have to hit him with three missiles and you've completed the mission.

### Bonus Power-up

#### SEEKER CLUSTER MISSILES:

*There's some missiles in a small bunker next to a stone building (it looks sort of like an Aztec building). It's near the middle of the level so just fly around looking for them. Make sure you collect these because you need them for the final mission.*

16

## Battle of Calamari



are so powerful it's worth it. You can try to shoot the Tie-Fighters over the city with your laser, but this is practically impossible. It's much better to fire off a cluster missile at them. If you fire one when two are close together, then you'll kill two with one missile. Use this technique to kill all the Ties above the city. You should also have been listening carefully to your wingmen. First you will hear that R2's found a weakness in the Devastator. You still have to wait a bit longer. When you hear someone say "there's a weapons malfunction", that's your cue to attack the first Devastator. Fly up onto the roof of the Devastator (but don't move too slowly or you'll get shot down) and look for a metal sphere sitting on a stand. This is the Shield Generator. Don't use your cluster missiles on the Devastators because you are much better off saving them for the Tie-Fighters. Just swing past the generator a few times, hitting it with your rapid lasers and it should explode. Now you can disable the Devastators by taking out two of its legs (best to go for two on the same side). Be careful that you're not under it at the time or it will collapse on you and crush you. If you pump an entire round of lasers into a leg then it should explode. If it doesn't then just make a second pass when your lasers have recharged and it should go down. Once the Devastator and the Tie-Fighters have been destroyed, your radar should light up, indicating that you should move onto the next target. There are two more Devastators, both with cities full of Tie-Fighters you have to take out. Remember to use your cluster missiles on the Ties, and only your lasers on the Devastators. You don't need to wait for your wingmen to say anything before attacking the next two Devastators (just engage them as soon as you see them). Kill all three Devastators and rid all three cities of Tie-Fighters and you will have completed the game. Congratulations!

All you have to do now is try to get golds on all the missions to access all the secret levels. Look out for next issue, where we'll tell you how to control secret craft like the Millennium Falcon, a Tie-Interceptor and even an AT-ST. There will also be a comprehensive guide on how to complete the three secret levels.

16

## Battle of Calamari

This level has some very tricky sections but once you learn some short-cuts, it's not too hard. You'll start off amongst a huge fleet of ships. Hit your thrusters and scream off to the first Devastator (the huge thing in the ocean). DO NOT ATTACK IT YET. You will get absolutely massacred. When you look at the Devastator you'll notice that rubble is pouring out of one

side of it (that's the back). Fly around to the other side and head off to the city a few hundred metres away in the direction it's moving. When you get there, there will be a few really fast Tie-Fighters buzzing around. Make sure you hit your bottom yellow button once to engage rapid-fire lasers. They heat up quickly and you have to let them cool down for a couple of seconds but they





Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

**N64 Trader Page**  
N64 GAMER MAGAZINE  
78 Renwick St  
Redfern NSW, 2016

## WESTERN AUSTRALIA

**WWF Warzone** - \$80, in perfect condition. Mission Impossible - \$75, also in perfect condition with plastic bag, box and instruction booklet.

Jeff, Hillarys, Perth  
(08) 94013819

**Kirby's Dream Land** on gameboy. Will swap for other Gameboy games. Gameboy games also wanted for reasonable prices.

Jason, Morley  
(08) 9276 5713

**Bomberman 64** - \$35. Will swap for Duke Nukem, 1080 Snowboarding, Automobili Lamborghini, Turok Dinosaur Hunter, F1 World GP, Forsaken, V-Rally, NBA Jam '99, NBA Live '99 or San Francisco Rush.

Ming, Perth

(08) 9276 3774

**1080 Snowboarding** - \$60, Goldeneye - \$35, NHL Breakaway - \$65. All with boxes.

Chris, Perth

(08) 9386 1639

**Fifa '98**. Will swap for WWF Warzone.

Nicholas Coughlin

(08) 9524 7327

## TASMANIA

**Duke Nukem**, Goldeneye, WCW Vs NWO, Wave Race, Mario Kart, Super Mario 64, Diddy Kong Racing, Tetrisphere, Mischief Makers and Yoshi's. The lot - \$600.

Amanda

(03) 64631161

## QUEENSLAND

**F1 World GP**, 1080

Snowboarding, Turok, Doom 64, Duke Nukem, Blastcorps, Diddy Kong Racing, San Francisco Rush. Make an offer.

Carl, Mondure

(07) 41 689843

**ISS 64** - \$50, 1080

Snowboarding - \$45. Games are boxed with instructions and are in mint condition.

James Somers, Bundaberg

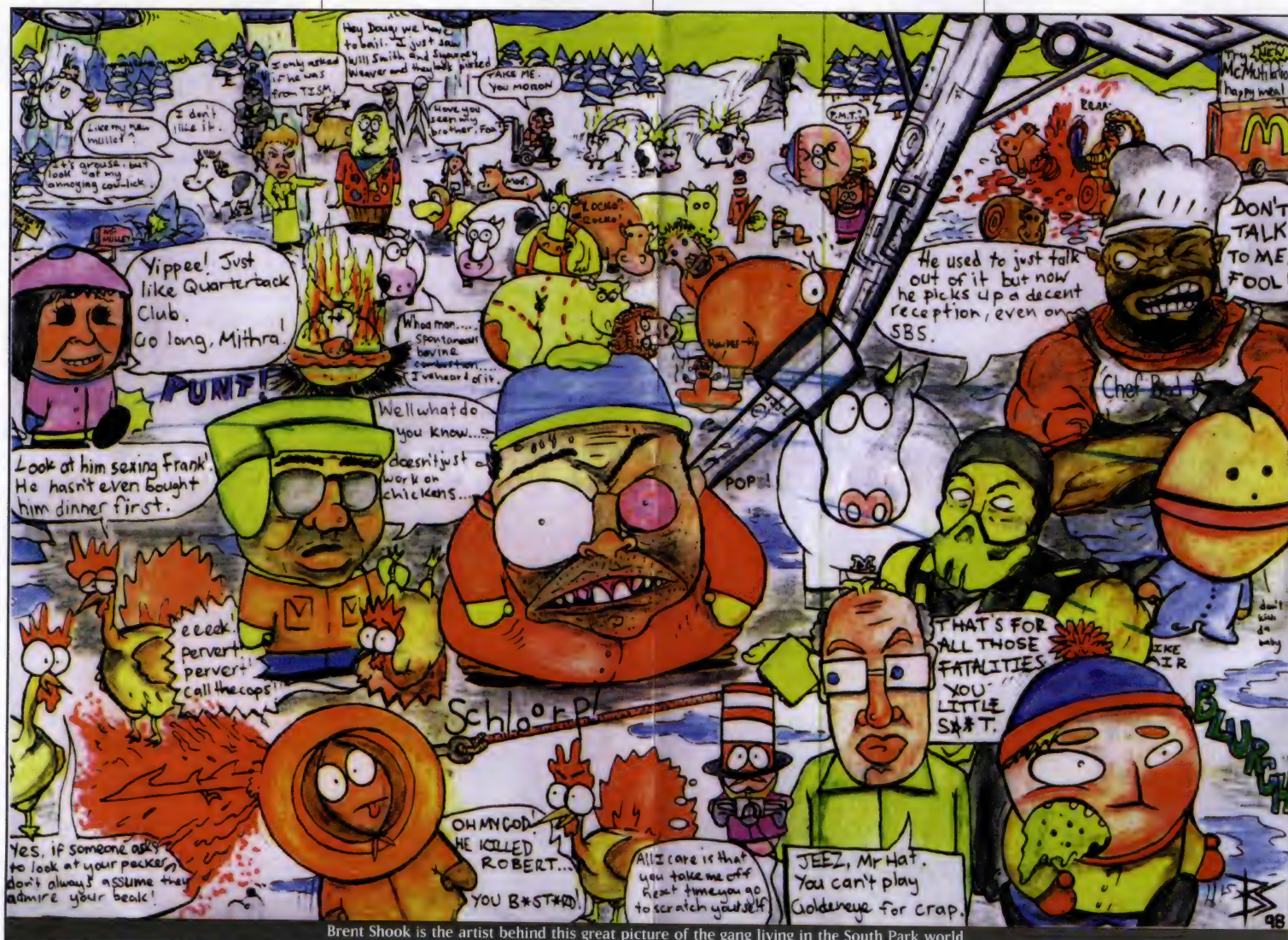
(07) 41528587

**Mission Impossible** - \$65. Boxed with instructions.

Nicholas Armstrong, Heavey Bay

(07) 41244600

**WCW Vs NWO** - \$40, Lylat Wars with rumble - \$40, Diddy Kong Racing - \$35, Snowboard



Brent Shook is the artist behind this great picture of the gang living in the South Park world.



Kids - \$30, Mission Impossible - \$40, Automobili Lamborghini - \$35. Will swap for any good N64, Playstation or PC games.  
Gameboy games; Double Dragon - \$10, Primal Rage - \$10, Mario Golf - \$10, Battle Toads - \$10, F1 Race - \$10, Kirby's Dreamland - \$10.

Todd Reilly, Quiamong Court  
**(07) 38896494**

**Quake** - \$45, Nagano Winter Olympics - \$45, or will swap for 1080 Snowboarding, WWF Warzone, or any good game.  
Cameron, Mt Cotton  
**(07) 38220534**

**Wayne Gretzky 3D Hockey** - \$35, Memory Pak - \$10. Both for \$42, boxed and in mint condition.  
Max, Brisbane  
**(07) 5497 8361**

**Nagano Winter Olympics** - \$60. Mint condition, will swap for WCW Vs NWO or Mission Impossible.  
David, Gold Coast  
**(07) 55 7312333**

**NFL Quarterback Club '98** - \$55, Killer Instinct Gold - \$45. Both games in mint condition.  
Matt, Gold Coast  
**(07) 55 946299** or email at **MattBP@hotmail.com**

**WCW Vs NWO** - \$60, Blast Corps - \$40, or both for \$90. Both in perfect condition with boxes and manuals  
Michael Rizos, Beerwah  
**(07) 54946696**

**WCW Vs NWO** - \$70, Wayne Gretzky's 3D Hockey - \$40. Both in excellent condition with manuals. Will swap for WWF Warzone, Mission Impossible, Zelda, South Park 64, or any strategy/RPG.  
Charles, Charter Towers  
**(07) 47873508**

**Diddy Kong Racing** - \$50, or will swap for SCARS.  
Aaron, Brisbane  
**(07) 38577137**

**Goldeneye** - \$50, with instruc-



Tom Herring provided this amusing impression of Steve getting the anal probe he deserves.

tions and box. Will swap for NBA Jam '99. Rumble pak with batteries and box - \$20, or will swap for memory pak/controller pak.  
Gameboy games: Metroid 2 - \$15, Nigel Mansel's World Championship - \$15, Super Mario Land 2 - \$20, Donkey Kong Land 2 - \$20. All games (including Goldeneye and rumble pak) for only \$65. All in perfect condition or will swap games for Wave Race 64, Diddy Kong racing or World Cup Soccer '98.  
Kelly and Zac, Mackay  
**(07) 49585608**

**1080 Snowboarding** - \$55, Super Mario 64 - \$40, Rumble Pak - \$17, Controller pak - \$25. All in excellent condition.  
Will swap for V-Rally, Nascar '99, WWF Warzone, Banjo Kazooie, World Cup '98, Crusin World, Chopper Attack, Turok or All Star Baseball '99.  
Beau Allen, Maryborough  
**(0741) 233296**

## **SOUTH AUSTRALIA**

**Shadows of the Empire** - \$60. Doom 64 - \$30, or will swap for any good game.  
Nixon  
**(08) 8297 1367**

**Shadows of the Empire** - \$45, Crusin USA - \$15, WCW Vs NWO - \$60. All games are boxed with instructions. Will swap for Turok, World Cup '98, Gex or V-Rally.  
Glenn Carruthers  
**(08) 83961878**

**Top Gear Rally** - \$50, Blast Corps - \$40, Lylat Wars - \$40, Kobe Bryant's NBA Courtside - \$55. All games boxed with instructions. Will swap for and good games.  
Robert Semple, Parmelia  
**(08) 94191903**

**Diddy Kong Racing** - \$40, NBA Hangtime - \$40, Snowboard Kids - \$40. Will swap for WWF Warzone, Mission

Impossible or All Star Baseball '99  
Michael Batskos, Woodvale  
**(08) 93096050**

**Top Gear Rally** - \$70, Mario Kart - \$35. Both in top condition. SNES console with Mario All Stars packed in - \$60. Donkey Kong Country 2 - \$25. Will consider swaps for N64 games.  
Jared Rowe, Boonagoon  
**(08) 9364 6429**

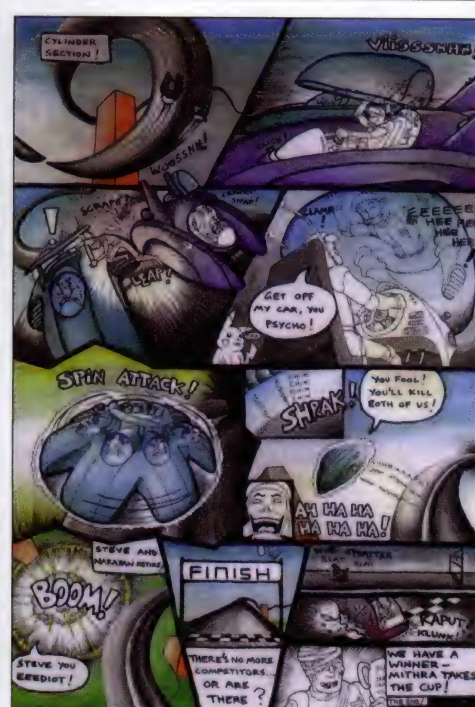
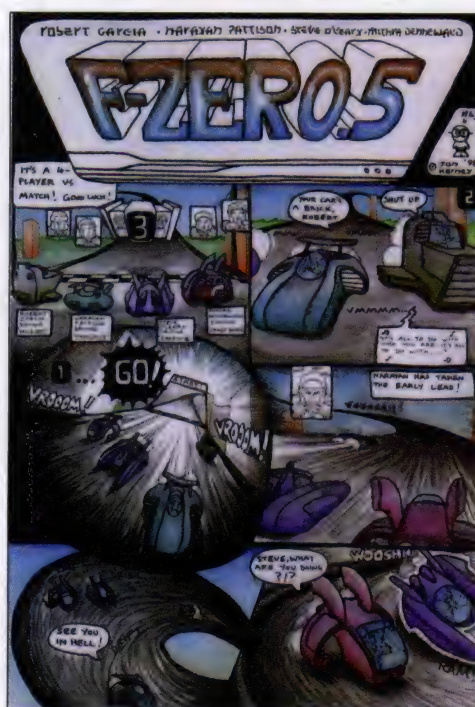
**1080 Snowboarding** - \$45.  
Kel Corbett  
P.O Box 200,  
**Mundaring, W.A**

## **VICTORIA**

**Bomberman 64** - will swap for Fighters Destiny or any other decent N64 game.  
Lucas Barnettby  
**(03) 51992876**

**Wanted:** NHL Breakaway or





Jon Kerney sent in this cool cartoon of us playing F-Zero.

WWF Warzone. Will swap for my WCW Vs NWO.

Bill Irving, Healesville

(03) 59624594

Clayfighter 63 1/3. Will swap for any good game.

Patrick, Melbourne

(03) 95484982 after 4pm weekdays

Gameboy games: Star Wars - \$10, Gameboy galaxy 5 games in 1 - \$5. Wanted for N64: Goldeneye, Gex, San Francisco Rush. Will pay \$40.

Mitchell Gibb, Melbourne

(03) 9434 6618

Doom 64 - \$45, boxed with instructions and in brand new condition. Will swap for Shadows of the Empire, Diddy Kong Racing or any other good game.

Mark, Pearldale

(03) 597 86539

Lylat Wars with rumble pak - \$40, NBA Hangtime - \$30, Super NES console - \$15, Memory pak - \$8, rumble pak - \$15.

All games and accessories come with instructions and boxes and are in excellent condition.

Jennen Ngiau

(03) 9803 5406

NFL Quarterback '98 - Doom 64. Both with boxes and manuals in top condition. Will swap for WCW Vs NWO, Yoshi's Story, San Francisco Rush, Duke Nukem 64 or any other good game. Also a SNES console + 1 controller + Toy Story and a SNES scope with two games and a RF switch - \$150.

Sean Green, Bransholme

(03) 55786330

1080 Snowboarding - \$60.

Byron Mathison, Winchelsea

(03) 526 72197

Lylat Wars without rumble pak in excellent condition. Will swap for any good N64 game.

Peter Robinson, Boronia

(03) 9762 5773

Nintendo Gameboy Camera and printer. Camera - \$60, printer - \$50, or both for \$90. Snowboard Kids N64 - \$35, Mission Impossible - \$65, or both for \$90.

Angus,

(03) 9822 2177

Lylat Wars without rumble pak -

\$40, Duke Nukem 64 - \$40, Top Gear Rally - \$40, Shadows of the Empire - \$30. All games in excellent condition and all with boxes and instructions. Will swap for other N64 games.

Rob, Airport West

(03) 9338 1009

Lylat Wars - \$70, or will swap for Zelda 64, San Francisco Rush or MK4.

Bevan, Poowong.

(03) 5659 2338

Banjo Kazooie - \$45, with box and instructions and in mint condition. Yellow controller with box in excellent condition - \$25. N64 in mint condition - \$120.

Scott, Melbourne

(03) 9551 5596

International Superstar

Soccer 64 - \$50, Blue controller - \$30.

Andrew, Mortlake

(03) 55992050

## NEW SOUTH WALES

Lylat Wars - \$50, Super Mario 64 - \$30, Crusin USA - \$30.

Will swap for MK4, WCW Vs

NWO, WWF Warzone or Snowboard Kids.

Peter Nikolaou, Campbelltown

(02) 46266469

1080 Snowboarding. Will swap for WWF Warzone or any other good game.

Thibaud, Sydney

(02) 9267 5636

1080 Snowboarding. Will sell or swap for any N64 game.

Thibaud, Sydney

(02) 9979 8218

Banjo Kazooie - \$60, in excellent condition.

Daniel Roach, Central Tilba

(02) 44737026

Blast corps - \$45, Bomberman - \$45. Both for \$85, or will swap for Mission Impossible or Super Mario 64. Two memory cards for \$25.

Domenic Gaydioso, Sydney

(02) 94273898

1080 Snowboarding - \$60, Banjo Kazooie - \$55, Goldeneye - \$35, Shadows of the Empire - \$25. N64 Console with 2 controllers (one blue), tremor pak and RF switch - \$210. The lot for



\$370. All goods in mint condition.  
Sam, Frenchs Forest  
(02) 9975 1654

**Bomberman 64** with instruction booklet. Will swap for Mystical Ninja or Banjo Kazooie.  
Jono, Mosman  
(02) 99605196

**Banjo Kazooie** and Diddy Kong Racing. Both with boxes and manuals. Will swap for San Francisco Rush, Mario Kart, F-Zero X, Wave Race 64.  
Ben, Northbridge  
(02) 9967 4961

**Lylat Wars** - \$65, Fifa '98: Road to the World Cup - \$75. Both for \$130.  
Daniel, Sydney  
(02) 9580 4773

**Yoshi's Story**, Mario 64, Banjo Kazooie, Bomberman 64. All these games in mint condition. Will swap these for: Doom 64, WWF Warzone, WCW Vs NWO Revenge, Turok with boxes and manuals  
Warrick, Thredbo Village  
(02) 64576069

**WCW Vs NWO** - \$50, or will swap for Banjo Kazooie or NFL Blitz

James Doughty, Wollongong  
(02) 42715533

**San Francisco Rush** - \$45, Diddy Kong Racing - \$40, Snowboard Kids - \$30, Lylat Wars - \$40. Will swap for WWF Warzone. All games with instructions and boxed.

Dan Jackson, Albury  
(02) 60214469

**F1 Pole Position** - Super Mario 64 cheat book and a 200 page cheat book- \$40.  
Sydney  
(02) 96369693

**San Francisco Rush**, WCW Vs NWO, Super Mario 64, Piltowings 64, Mario Kart 64. Will swap for 1080 Snowboarding, Fighters Destiny, F1 World GP, All Star Baseball '99.  
John, Ryde  
(02) 98083416

**WCW Vs NWO** - \$70, F1 World GP - \$65. As new, price negotiable. Will also swap for other N64 games.  
Joseph, Sydney  
(02) 9758 1265

**Limited Edition Clear Gameboy** in mint condition with carry case - \$55.  
Matt Felsman, Baulkham Hills



Juliyana Matkovich drew this bold pic of Mace.

(02) 9674 8484

**Super Nintendo**, 2 controllers, light gun, Super Metroid, T-Rock, Wizards and Warriors 2 and 3 - \$80 the lot, or will swap for Goldeneye or Super Mario 64 or will sell separately.  
Luke Robertson, Mulgoa  
(02) 477 39371

**Wave Race** with box and instructions - \$35. Will swap for other N64 game.  
Jamie Gosson, Macksville  
(02) 65 683695

**Blast Corps** - \$45, Bomberman 64 - \$40, Super Mario 64 - \$40, Mario Kart 64 - \$40, Shadows of the Empire - \$45, Extreme G - \$45, Tetrisphere - \$45, Turok - \$55, San Francisco Rush - \$65, WCW Vs NWO - \$75, 2 controller pads - \$20 each, Rumble pak -

\$20, 3 controls - \$35 each. SNES games; Coll Spot - \$20, Super Metroid - \$25, Unirally - \$25, Super Mario All Stars and Super Mario World - \$30, Sim City - \$35  
Tely Rousos, Campbelltown  
(02) 46212439

**Blast Corps**, Top Gear Rally (both with cheats). Will swap for Turok, Body Harvest, NBA Hangtime, NFL Blitz, Madden '99, Rampage or Gex. Gameboy games: Donkey Kong Land 2 - \$30, Tetris 2 - \$25. Will swap these for any good game.  
Lindsay, Wakool  
(03) 58871267 (after 5pm)

**Mario 64** - \$40, Goldeneye - \$40. Both with manuals and in good condition. Will sell together for - \$70.  
Mathew, Sydney  
(02) 98713319



This great South Park pic was sent in by Daniel Fife.



## All-Star Baseball '99

### Fat or Skinny Players

For fat or skinny players, enter ABBTNCSTLO in the cheat code screen.

### Fireball

To access this cheat, go into the Cheat Menu and type GRTBLS-FDST. This will set the ball on fire.

### Lizard Players

Choose an exhibition game then go to Kaufmann Stadium. There are two signs that say "Win a lizard." If a player hits that sign the team will turn into lizards.

## Buck Bumble

### All Weapons

At the title screen press Left, Right, Up, Down. Then hold Z and press Right, Right, Left, Left.

### Easy Way to Destroy Bees

Here is an easy way to destroy bees: Wait to hear the buzzing sound that notifies you of their arrival. Then wait for them to get very, very close to you (when they lower their altitude to hit you). Use your weapon with star-type ammo to shoot them. You will hit them 99.9% of the time. If you shoot them and they hit you, you will not lose as much health as normal.

## Glover

### Call Ball

Pause the game and press: C-Up, C-Left, C-Left, C-Up, C-Right, C-Left, C-Down, C-Up.

### Camera Rotate Left

Pause the game and press: C-Right, C-Down, C-Right, C-Down, C-Up, C-Up, C-Right, C-Left.

### Camera Rotate Right

Pause the game and press: C-Left, C-Right, C-Up, C-Up, C-Down, C-Right, C-Down, C-Right.

### Infinite Lives

Pause the game and enter the following cheat: C-Up, C-Up, C-Up, C-Up, C-Up, C-Right, C-Down, C-Right.

### Infinite Power



Pause the game and press: C-Right, C-Right, C-Down, C-Right, C-Right, C-Right, C-Up, C-Left.

### Low Gravity

Pause the game and press: C-Left, C-Left, C-Up, C-Left, C-Right, C-Up, C-Up, C-Up.

### Open Portals / Access All Levels

During gameplay, pause the game by pressing START. Now enter the following code: C-Up, C-Right, C-Right, C-Down, C-Left, C-Down, C-Up, C-Right. All games will now be open.

### Powerball

Pause the game and press: C-Up, C-Down, C-Up, C-Down, C-Up, C-Down, C-Left, C-Up.

### Turn Cheats Off

Pause the game and press C-Down 8 times.

## Star Wars: Rogue Squadron Credits Cheat

Enter the word CREDITS at the

Password Menu and you will be able to watch the Star Wars style Factor 5/LucasArts credits, accompanied by a Rogue music medley.

### Increase Difficulty

So the game is too easy for you, huh? Why don't you enter the word ACE at the password screen and see what happens?

### Music Menu and Gallery

Since Rogue Squadron includes tons of cool Star Wars tunes, the designers of the game didn't forget to put in a hidden "music test" to let you listen to all of them. In Rogue, you will also be treated to spinning models of the ships while you listen to the music. Simply enter MAESTRO at the password screen (use it in conjunction with the DIRECTOR code) and you will get a new option.

### Radar Code

Ever notice how the radar in Rogue Squadron doesn't work like a "real" radar? If you go to the Passwords menu and enter the word "RADAR", it switches to a

different mode, where the objects with higher altitudes are displayed brighter than low-flying ships.

### Watch All Cut-scenes

If you want to see all the cut-scenes in their order of appearance (minus the bonus mission ones), type in the word DIRECTOR at the password screen.

## Top Gear Overdrive

### Open Normal Cars

To enter the cheats go to the main menu screen. There are four options (Championship, Versus, Setup, Credits). Imagine these options are numbered 0 to 3. Input the following sequence (by pressing the Z trigger) while positioning the menu cursor (via Control Stick) at the appropriate menu items. If you mess up you can enter a menu item and return to the main menu to reset. Open Normal Cars: 3, 0, 0, 1

### Open Seasons

To enter the cheats go to the main menu screen. There are four options (Championship, Versus,





Setup, Credits). Imagine these options are numbered 0 to 3. Input the following sequence (by pressing the Z trigger) while positioning the menu cursor (via Control Stick) at the appropriate menu items. If you mess up you can enter a menu item and return to the main menu to reset. Open Season 4: 1, 0, 0, 3, 2, 2, 0. Open Season 5: 2, 0, 3, 1, 1, 2, 0, 1, 3, 0

### **WCW/NWO Revenge**

#### **Access THQ Man (Black Ninja)**

If you want to play as Black Ninja from World Tour, do the following: Highlight AKI Man and press C-Down.

#### **Different Outfits During the Intro**

To change the introduction, modify the outfits of any characters then watch the introduction again. The wrestlers will be using the costumes.

#### **Drag Opponent**

The dragging controls are slightly changed over World Tour: to drag

an opponent in Revenge, walk up to his head and press and hold A, then move the directional pad.

#### **Get Weapon**

While playing any match go out of the ring, move all the way to where the crowd is and press C-Up.

#### **Grand Entrance**

To see Sting come down from the ceiling, go to battle royal, pick any number above 4 wrestlers (the higher the number, the better the chances), and pick anyone but Sting. Then, when you get someone out of the ring, and Sting enters, he will come down from the ceiling.

#### **Play as Mortis**

Once you win the TV title you get to play as Kanyon. Go to the Exhibition mode and select a one or two player match. Highlight Kanyon and press either C button.

#### **Playable Managers**

Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press Z on the 3rd and 4th con-

trollers and you will take control of the managers.

#### **Secret Characters**

Try these.

**CURT HENNING** - Win all nine rounds of the U.S. Heavyweight competition to get Curt Henning.

**ROWDY RODDY PIPER** - Get the World Heavyweight Belt to get Roddy Piper.

**KANYON** - Get the TV title to get Kanyon in the WCW.

**KIDMAN** - Get the Cruiserweight Belt to get Kidman.

**MENG AND BARBARIAN** - Get the Tag Team Belts to get Meng and Barbarian.

**THQ MAN** - Highlight AKI man and press C-Down. THQ is similar to Black Ninja from WCW vs. NWO.

#### **Silver Championship Belts**

To turn the championship belts to silver instead of gold: When you first turn on the game and wait for a second you will see something like a little movie, and watch it (don't hit any buttons yet) until you see the Giant, Bishoff, and Hollywood in a room talking and Hogan is talking on a mic. Then

you press the A button and then this will turn silver. To turn them back you simply just exit the championship section and go back.

If they're still not back to normal shut off the game and then turn it back on. Pointless but fun!

#### **Sledgehammer**

When you are picking your character, pick Dake Ken. Then in the match go out of the ring and get a weapon, the only weapon he will get is a big wooden sledgehammer. Lots of fun!

#### **Steal Opponent's Special Move**

After you get your spirit meter up to where it is flashing "Special" grapple your opponent (it can be either strong or weak) and hit A+B at the same time. You will then perform their Special Move.

#### **Steal Opponent's Taunt**

To steal your opponents main taunt, rotate the analog joystick counter-clockwise. Ex. If you're playing Goldberg against Disco Inferno, and do this, Goldberg will begin to get funky and do a disco dance. Try this with everyone for different (hilarious) results.

#### **Super Brawl Arena Trick**

In the super brawl arena, throw your opponent into the black opening to back stage. After a couple seconds he will come running out like he just bounced off the ropes. Sometimes he will run back out with a weapon.

### **Zelda: Ocarina of Time**

#### **All the Heart Pieces**

**LON LON RANCH** - In the shed at Lon Lon Ranch, move the crate to reveal a secret hole in the wall.

**DODONGO'S CAVERN** - When you're Young Link, plant a Magic Bean at the mouth of the cave. Come back when you're Adult Link and a stalk has grown there. Climb the stalk to find the Heart Piece.

**HYRULE FIELD** - Near the path leading to Lake Hylia, there's a section of grass that's fenced in on all sides. Throw a bomb into the centre of that area to uncover



a secret grotto.

**LON LON RANCH** - At the north end of the ranch, detonate a bomb at the base of the tree to reveal a secret grotto.

**KAKARIKO VILLAGE** - When you're Young Link, go to Death Mountain and get a ride from the owl. He'll drop you on a roof in Kakariko Village. Drop down to the awning below and go into the house.

**KAKARIKO VILLAGE** - Use your Longshot to get on top of one of the houses in town. Talk to the man you find there.

**KAKARIKO GRAVEYARD** - During the night, when you and Dampe are wandering the graveyard, you'll find the Heart Piece while he digs.

**KAKARIKO WINDMILL** - After you race Dampe's Spirit through the cavern, play the Song of Time for him. A blue stone will disappear on one side of the cave, opening a path to the windmill. Follow the path and once you get inside the windmill, you'll find the Piece of Heart.

**KAKARIKO GRAVEYARD** - After you win the race against Dampe's Spirit, he'll give you a Piece of Heart.

**HOUSE OF SKULLTULA** - After you collect 50 golden tokens come back to the House of Skulltula and get a Piece of Heart from the now freed child.

**KAKARIKO GRAVEYARD** - While you're Young Link, plant a Magic Bean in the corner of the graveyard. Come back when you're Adult Link to climb the stalk and claim a Piece of Heart.

**KAKARIKO GRAVEYARD** - When you're walking around the graveyard, you'll see something odd about one of the stones. Pull the stone and go into the secret passage. Then play the Sun's Song to get the Heart Piece.

**ZORA'S RIVER** - As you go up Zora's River, you'll see a group of frogs. Play the Song of Storms for them.

**ZORA'S RIVER** - Keep on playing all the songs you know for the frogs and they'll give you another Piece of Heart before you go.

**ZORA'S RIVER** Take a cucco from the riverbank and use him to fly up



to a plateau. There, take another cucco to reach the Piece of Heart.

**ZORA'S RIVER** At the entrance to Zora's Domain, you'll see the Piece of Heart on a ledge far from your reach. To get it, go back to the place where you found the cucco along the riverbank and take him back to that spot. Jump off the path and you'll be able to get the Heart Piece!

**MARKET** - Win the game and get to the final room to get the Piece of Heart.

**MARKET** - When you play and win the Bombchu Bowling game, you'll get random prizes. If you keep winning, eventually you'll get the Piece of Heart as a prize.

**MARKET** - Find the woman whose dog ran away. Help her get it back by waiting until nightfall. Then, look near the Bazaar to find it and give it back to the woman for a Piece of Heart.

**LOST WOODS** - Go through the Woods until you reach the mysterious Skull Kid. When he urges you to, take out the Ocarina and play Saria's Song. After hearing the song, he'll give you the Heart Piece.

**LOST WOODS** - Go even deeper into the Lost Woods and you'll reach two Skull Kids. When they ask you to join them as they sing, play the Ocarina and follow along the song. Then they'll give you the Piece of Heart.

**ZORA'S DOMAIN** - There's a hidden chamber behind the waterfall. Light up a Deku Stick and go behind the waterfall where you'll find several more torches. Light them all and a chest containing the Piece of Heart will appear.

**ZORA'S FOUNTAIN** - When you go to Zora's Fountain as Adult Link, it will all be frozen like ice. Find the ice block with the Heart Piece inside and pry it loose from the ice to claim it!

**ICE CAVERN** - As you go through the Ice Cavern, you'll come across a red ice block with a Piece of Heart inside. Get a bottle full of blue flame and put it over the red ice to get the Piece.

**ZORA'S FOUNTAIN** - When you get the Zora Tunic in the lake in Zora's Fountain. There, you'll find the Piece of Heart.

**DEATH MOUNTAIN CRATER** - Enter the Crater with the Goron Tunic on

and as Adult Link, then explore the crater walls to find the Piece of Heart.

**DEATH MOUNTAIN CRATER** - Inside the Crater, climb up the stalk that grew from the Magic Bean. Then, go up the towering spire to reach the Heart Piece.

**GORON CITY** - Light all the torches on the lower level of the city to make the giant urn spin. Run up to the upper level and throw a Bomb into the urn's open top to get a prize. Hopefully, it'll be the Piece of Heart!

**LAKE HYLIA** - Go to the Fishing Pond and catch the biggest fish in the pond to get the Heart Piece.

**LAKE HYLIA** - After you get the Golden Scale, dive into the well in the lab next to Lake Hylia. There, you'll find the Piece of Heart.

**LAKE HYLIA** - When you're Young Link, plant the Magic Bean in the spot near the lab by Lake Hylia. Come back when you're Adult Link and climb the stalk to reach the top of the lab. Up there waiting for you is a Piece of Heart!

**GERUDO FORTRESS** - On your way to Gerudo Fortress, you'll see a waterfall. Take a cucco and jump





through the waterfall into a secret chamber. There, you'll find the Heart Piece.

**GERUDO FORTRESS** - On the opposite side of the waterfall, you'll see a narrow canyon. Take a cucco and jump off the bridge and land on the ledge far below to get the Piece of Heart.

**GERUDO FORTRESS** - While you're exploring the inside of the Fortress, look up and use the Hookshot on the exposed roof chest. You'll reach the Piece of Heart there, too!

**GERUDO FORTRESS** - While you're riding Epona, your horse, through Gerudo Fortress, you have to shoot at targets. If you score over 1,000 points, you'll win the Piece of Heart.

**SPIRIT TEMPLE** - When you are Young Link, plant a Magic Bean near the Temple's entrance. Then, come back later as Adult Link when the stalk has grown. Climb up to find the Piece of Heart.

#### Another Gold Rupee

If you haven't got all the Gold Spider Tokens and have already got the Gold Rupee in Kakariko

Village, here's another one you can get. In front of the entrance to Goron City, there is a raised platform with a circle of stones. When in the middle of those stones, play the Song of Storms, and a Secret Grotto will open up. Jump down the hole and get your Gold Rupee.

#### Better Fishing Lure

To get a better lure while fishing in Lake Hylia, go fishing at night. When the man at the counter gives you the rod, make a beeline to the log in the middle of the pond, and walk around on it. If you are lucky, you will find a sinking lure (you can use it even though the sign says you can't, the guy won't notice). The fish like the lure you find much better than the one the guy at the counter gives you, and the fish are almost guaranteed to bite every time you cast!

#### Big Bomb Bag

As a kid, go to the Bombchu game room in Hyrule Town Market. Play a second time, if you win, you will receive a bomb bag that can hold

30 bombs. If you're not very good at Bombachu bowling, here's another way to get a bigger bomb bag. As young Link, go to Goron City. There is a large Goron rolling around. Stop him with a bomb, and he will give you a bigger bomb bag.

#### Bottle Locations

**BOTTLE #1:** At Lon Lon Ranch, play Talon's Super Cucco Game. When you win, you will receive a bottle(1) with Lon Lon milk

**BOTTLE #2:** In Kakariko village, find all the cuccos and return them to the pen, then talk to the lady standing next to the pen, she will give you a bottle.

**BOTTLE #3:** At Lake Hylia (you must have the silver scale), dive into the water to find a bottle and a letter.

**BOTTLE #4:** As adult Link, go to the market and talk to the ghost person in the house directly to the left as you enter. Go outside and collect poes, once you collect 1000 points, the ghost will give you a bottle.

#### Creating Music with the Ocarina

You can get even more detailed in the music you play with the ocarina with these extra tips. To play flat notes, hold Z while playing a note. To play sharp notes, hold R while playing a note. To vary the pitch on a note, use the Control Stick. Try it out and compose your own masterpieces!

#### Cure a Wounded Sign

If you slash a sign to smithereens, you can put it back together by playing Zelda's lullaby on your ocarina. The sign will magically recreate itself in front of your eyes.

#### End Game Song

At the VERY end of the game, after the entire ending, when it says "The End" and freezes the frame, if you leave it on for a while, it'll start playing the song you made up for the scarecrow. Wait another minute or so and it'll play it again in a different octave or different instrument. It does this about 4-6 times and then stops. No biggie, just another little "easter egg" Miyamoto dropped in there.

#### Free Lon Lon Milk

If you have an empty bottle, stand in front of any cow and play "Epona's Song". The cow will feel energetic and fill your bottle up with Lon Lon Milk for free!

#### Fun with Gossip Stones

When you are able to use bombs find a gossip stone. Place a bomb at the base of the stone. When the smoke clears the stone should flash blue twice, red once and then blast off. Also when you get the megaton hammer from the fire temple find a stone and give it a good wallop and the stone will flatten like a pancake. Don't worry if you send the stone into space as it will come back when you exit the room. When you flatten the stone it should bounce back to its normal shape in a couple of seconds.

#### Golden Scales

Go to the fishing hut when Link is an adult. If you can catch a 20 pound fish you'll receive golden



scales. These let you dive to 8 metres.

## Great Faerie Locations

1.) **MAGIC SPIN SLASH:** On top of Death Mountain, there is sign, to the left looks like there is a door, BOMB it to find a door.

2.) **DIN'S FIRE:** In Hyrule castle, once you enter climb up the vines, jump off the gate and run forward. There should be a sign, go past it and use a BOMB to blow up the rock.

3.) **FARORE'S WIND:** At Zora's Fountain, go to the right once you enter. There is an island with trees and rocks, go there, use a BOMB on the rock on the wall, then run into the cave.

4.) **DOUBLE MAGIC METER:** Play the Bolero of Fire on the Ocarina, then go across the bridge that leads to the Leader Goron. Instead of going into his chamber, go left, equip your MEGATON HAMMER and break the rock.

5.) **DOUBLE ENERGY (ADULT):** Once you leave the market going towards Ganon's Castle, go right, run until you see a bunch of rocks, go past them and you will see a big column, use your GOLD GAUNTLETS to lift it.

6.) **NYRU'S LOVE.** To find it go into the Desert Collasas. At the entrance to the Spirit Temple go left. You should see an oasis - keep going and you will see two palm trees with a mark in the middle of them. Detonate a Bomb to reveal a secret hole, then go inside to get Nyru's Love.

## Great Golden Gauntlets

To get the golden gauntlets you must go to Ganon's Tower and go into the shadow room. Once there, get to the platform past the guy that steals your stuff when he sucks you in. Once on the platform you must shoot the un-lit torch or light it somehow and there should be a pathway that leads down to a switch, press it and a chest should fall from the ceiling. Go back up, don't worry if you fall. You can come back and the chest should still be there.

## Hidden Red Fairies (Gossip



## Stone)

Low on energy? Find a Gossip Stone (the cycloptic rocks that giggle when you hit them) and play one of the following three songs next to it: Zelda's Lullaby, Epona's Song, or Song of Storms. Either touch the red fairy that flies out to fill up your energy or catch it in a bottle so that it can revive you if you die.

## Magic Bean Square Locations

Here's the locations of the Magic Bean Squares.

- Lake Hylia by the laboratory.
- Desert Colossus by the temple.
- Gerudo Valley by the bridge.
- To the left of the entrance bridge to Kokiri Forest.
- By the Kokiri shop.
- Lost woods - trail to it: right, left, right, left, and left.
- Zora's river by the bean selling man.
- Kokariko graveyard at the top-back-left corner.
- Death mountain trail at the foot of dodongo cavern.
- Play the Bolero of Fire to warp

into the death mountain crater and the square will be right near the point of arrival.

## Navi's Hints

Be sure to keep an eye on your fairy companion at all times. When Navi turns green and flies over to a spot, it's usually an indication that there is something hidden there. If you don't feel a rumble from the Stone of Agony, then it's most likely a red fairy (refreshes health and magic). Play the Song of Storms or Zelda's Lullaby, to lure it out. In some occasions, Navi also points out potential "scarecrow" spots and hidden caves.

## Red Fairies Galore!

In Lake Hylia go to where the owl is sitting between the two bridges. Talk to him. After you talk to him run away so he doesn't take you to the castle. Go back to where he was. Then go behind the piece of stone and pull it. Go in the hole and there will be about 20 red fairies!

## Secret Pictures in Zelda's Courtyard

Go to the courtyard where you first meet Zelda. Look in the windows, and in one of them you will see some pictures of some familiar video game characters!

## Secret of Butterflies

Ever wonder what secret the harmless little butterflies are hiding that flutter about Hyrule? As young Link, take out a stick and find some butterflies. Slowly follow them until one touches the stick — which, tadaaaa: turns it into a red fairy. Use a bottle to catch it or touch it to be healed instantly.

## Stone of Agony

Please note that you must have the Rumble Pak for this secret to happen. Once you acquire the Stone of Agony, equip it, and every time Link approaches an important item in the game, the Stone of Agony will beat real hard the closer you get to the important item. It is basically a little note that you're approaching something good.



## Poo - Crap Game New Game



### 1080 Snowboarding

Graphics 4 • Sound 4 • Gameplay 4

**Overall 9**

Racing • 1-2 players • Nintendo • Rumble • \$99.95

• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics and great spot effects, like lens flare, courtesy of the N64's hardware, make this game a dream to look at. On top of that it handles like you'd expect a real snowboard to handle. A definite purchase, even for those who don't like the sport.

### Airboarders

Graphics 3 • Sound 3.5 • Gameplay 3

**Overall 6.5**

Racing/Sports • 1-2 Players  
Nintendo • No Rumble • \$79.95

• A rather good graphics engine, and the ability to board over any obstacle in the game make Airboarders sound like one cool game. Unfortunately, the game falls down from there, with little replay value, no Vs CPU option and a racing engine that grows boring very quickly. It's worth a look for the game's great, open courses and the cool tricks you can pull off but it all grows tiring very quickly.

### All Star Tennis



Graphics 2.5 • Sound 2 • Gameplay 2

**Overall 6.5**

Sports • 1-4 Players • Ubi Soft  
Rumble • \$99.95

• The N64's first tennis game can only be seen as a letdown for N64 Gamers. Some nice ball physics and reasonable gameplay are let down by poor, bordered visuals and questionable collision detection with the ball. The multiplayer mode may be its saving grace, but All Star Tennis is only for die-hard tennis freaks nonetheless.

### Automobili Lamborghini



Graphics 4 • Sound 3.5  
Gameplay 3.5

**Overall 8.5**

Racing • 1-4 Players • Activision  
Rumble • \$99.95

• Definitely the best looking racer on the N64, Lambo 64 just seems to lack a little passion and speed in its driving engine. The control is overly sensitive, with the analogue controller overreacting at the slightest touch. Still, it's great fun multiplayer and the really smooth visuals and great engine noises make this a game that's definitely worth a look.

### Bio Freaks



Graphics 3 • Sound 2.5 • Gameplay 2.5

**Overall 7**

Fighting • 1-2 Player  
GT Interactive • No Rumble

• Without a doubt the most violent and bloodthirsty game on any console, Bio Freaks is a nice mix of air and land-based 3D fighting. The game's good combo engine is overshadowed by the cheap 'n' nasty projec-

tile weapons each character has, as you hardly ever get the chance for some real, beefy up-close combat as the cheap moves are too irresistible not to use. Worth a look just to see how far programmers can push the game's censorship board...

### Body Harvest



Graphics 3 • Sound 2.5

Gameplay 3

**Overall 7.5**

3D Shooter • 1 Player

Gremlin • Rumble • \$99.95

• You take charge of a time travelling hero who's out to stop aliens who plan to devour the entire human race. You also get to control over 60 different vehicles in this fully 3D shooting fest. Nice ideas are somewhat ruined by the game's sloppy 3D engine with glitches and slow frame-rates that really hinder the game's enjoyment. Still, the nice game ideas and sheer size of the 3D worlds make it worth a look.

### Bomberman Hero



Graphics 2 • Sound 1  
Gameplay 2.5

**Overall 4**

3D Platform • 1 player

Nintendo • Rumble • \$59.95

• Arguably one of the best multiplayer games ever has been practically crippled in this latest version of the Bomberman saga. There's no multiplayer mode in this game. Yep, that's right; no multiplayer mode. On top of that the game is simple - bordering on dead easy - and the graphics and gameplay do little to make up for the abomi-



### Banjo-Kazooie

Graphics 4.5 • Sound 4 • Gameplay 4

**Overall 9**

Nintendo • Rumble • \$79.99

• One of the best looking games on the N64 also happens to be one of the most fun-filled games as well. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end. Not quite as polished as Mario 64, but more varied and just as enjoyable.

Graphics 2 • Sound 1  
Gameplay 2.5

**Overall 4**

3D Platform • 1 player

Nintendo • Rumble • \$59.95

• Arguably one of the best multiplayer games ever has been practically crippled in this latest version of the Bomberman saga. There's no multiplayer mode in this game. Yep, that's right; no multiplayer mode. On top of that the game is simple - bordering on dead easy - and the graphics and gameplay do little to make up for the abomi-

nation that is the omission of a multiplayer mode in a Bomberman game. Really die hard fans need only apply...

### Buck Bumble



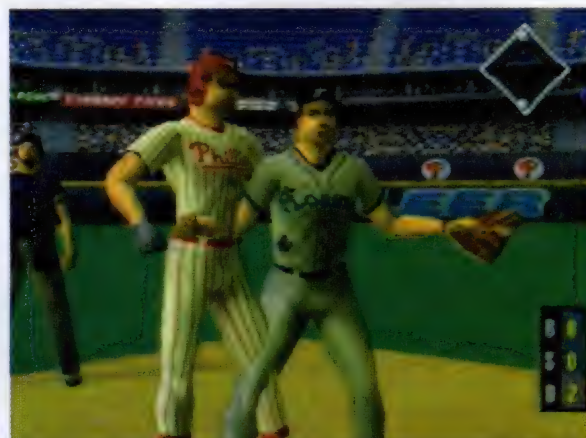
Graphics 3 • Sound 4  
Gameplay 4

**Overall 8.5**

3D Shooter • 1-2 players

Nintendo • No Rumble • \$99.95

• The creators of the original SNES Starfox are back with a game that provides a great mix of 3D flight and shooting action. Buck Bumble is an interesting character in an interesting 3D world with plenty of action and tonnes of levels to keep gamers playing for months. The visuals are by no means the best on the N64, but the shooting action and the variety of weapons make this a game that's recommended for action fans. Well worth a look.



### All Star Baseball '99

Graphics 4.5 • Sound 4.5 • Gameplay 4.5

**Overall 9**

Baseball • 1-4 players • Roadshow • Rumble • \$99.95

• This, without a doubt, is the best baseball game available anywhere today. Photo-realistic graphics that'll start you drooling, excellent speech and sound combined with incredibly simple, yet deep gameplay make this a game for those out for a quick hit and others who want to play a complex full season game. A must for sports fans.

### Bust A Move 3



Graphics 2.5 • Sound 2.5  
Gameplay 4

**Overall 8**

Puzzle • 1-4 players

Acclaim • Rumble • \$99.95





## Diddy Kong Racing

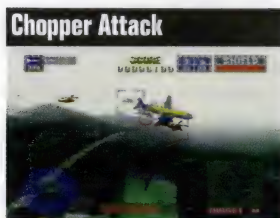
Graphics 4.5 • Sound 3.5 • Gameplay 4

Racing • 1-4 Players • Nintendo • Rumble • \$79.95

**Overall 9**

DKR's single player game totally slams Mario Kart's by comparison, as the variety of gameplay and tracks is much wider. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game from Rare.

• This is easily the best puzzle game on the N64. It's not as engrossing as some games but it's so addictive that you can always come back to it for another session, because it doesn't get boring in the way that games with definite endings do. The new four player mode offers some great fun and is highly recommended.



Graphics 3.5 • Sound 4

Gameplay 3.5

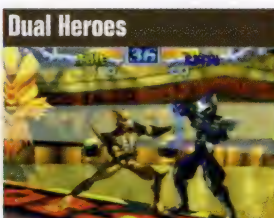
**Overall 7**

3D Shooter • 1 Player • Midway

Rumble • \$99.95  
The 3D version of the Desert Strike series, Chopper Attack features good 'shoot 'em up gameplay', great music and plenty of different choppers to fly with. The visuals are a bit dull and lifeless in colour and the fact that the game only has six levels will mean that reasonable gamers will finish it way too soon. A perfect rental game.



Crusin' World



Graphics 1 • Sound 1

Gameplay 1

**Overall 2**

Fighting • 1-2 Players • Nintendo

No Rumble • \$59.95

• This game hasn't been given the title of worst Nintendo game ever for nothing. Ugly textures, horrid character design and earplug inducing sounds are some of the main reasons. Yuk!



Graphics 3 • Sound 3

Gameplay 4

**Overall 7.5**

Racing • 1-4 Players • Roadshow

Rumble • Price: \$99.95

As a racing game Extreme G 2 is beaten by Wipeout and F-Zero X in every single aspect. Graphics, gameplay and sound are inferior, but that's not to say that the game isn't a decent racer. You can't help feeling that the programmers could have done a better job the second time around.



## F1 World Grand Prix

Graphics 4.5 • Sound 4 • Gameplay 4.5

Racing • 1-2 Players • Nintendo • Rumble • \$79.95

**Overall 9**

• Gamers searching for the ultimate F1 simulation need not look any further. F1 World GP has excellent 3D graphics, realistic control and a wealth of options that would see any driving sim go absolutely crazy. The game's only downside is that it is strictly a simulation. Those looking for an arcade-type racer will be disappointed. Still, F1 is a sim game and no other game does it better.



## Forsaken

Graphics 4.5 • Sound 3.5 • Gameplay 4

3D Corridor Shooter • Roadshow • Rumble • \$99.95

**Overall 9**

• The first real second generation game, Forsaken has awesome lighting, brilliant graphics and an excellent four-player mode. The missions are complex and will take a while to finish and the ability to use CPU players in multiplay mode means you don't need friends for a deathmatch. If you like 3D corridor shooters, then it's an essential purchase. If not, still take a look at it.



Graphics 4 • Sound 4

Gameplay 4.5

**Overall 9**

Racing • 1-4 Players • Roadshow

No Rumble • Price: \$99.95

Fast, furious gameplay combined with the smoothest visuals in a racing game on the N64 (60 frames per second) make this one hell of a racing game. There are plenty of tracks (over 30) and game modes to keep single players happy and the multiplay mode is easily one of the best for the N64. Don't let the simple graphics fool you - F-Zero X is a total blast!



Graphics 3.5 • Sound 4

Gameplay 3.5

**Overall 8**

Soccer • 1-4 Players

Electronic Arts • No Rumble • \$99.95

• A much better attempt at soccer, this FIFA game features the full soccer license, better graphics and great sound effects and music. The frame-rate is still a little slow at times, but the game is more than playable and

a good game in its own right. The indoor games are a good addition, offering a new concept for soccer, and they run a tad smoother than normal games.



Graphics 3.5 • Sound 3.5

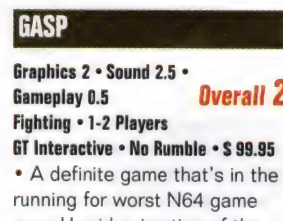
Gameplay 3.5

**Overall 8.5**

Fighting • 1-2 Players •

Roadshow • Rumble • \$99.95

• The first real fighting game for the N64, Fighters Destiny has good characters, great moves and new concepts, like the ability to learn new moves and even take moves from your opponent in two-player mode. The visuals, although a little blurry, are smooth and well drawn. The game's fighting engine and combos will keep fighting game freaks busy for a long time to come.



GASP

Graphics 2 • Sound 2.5 •

Gameplay 0.5

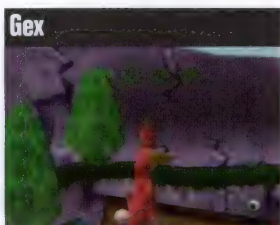
**Overall 2**

Fighting • 1-2 Players

GT Interactive • No Rumble • \$ 99.95

• A definite game that's in the running for worst N64 game ever. Horrid animation of the characters' moves, boring attacks and lame characters make you wonder why this game was ever released.





**Gex**

Graphics 3 • Sound 3.5 • Overall 8  
Gameplay 4  
3D Platform • 1 Player •  
GT Interactive • No Rumble • \$99.95

• In the land of Marios and Banjos, Gex doesn't really size up. 3D graphics that can only be labelled as ordinary, levels that are often uninteresting and gameplay that consists of little more than 'collect X amount of coins to finish level' add up to an experience that is best suited for the very young gamer. Gex should have been much better, especially in light of its competition.



**Glover**

Graphics 3 • Sound 3.5 • Overall 8  
Gameplay 4  
Basketball • 1 Player  
Nintendo • No Rumble • \$99.95

• The aim of this original platformer game is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. This task is a lot of fun because you must constantly use a variety of different tactics like juggling the ball out of the way for some enemies and transforming it into a bowling ball to destroy other enemies. Great fun.



**Holy Magic Century**

Graphics 3 • Sound 2 • Overall 5  
Gameplay 2  
RPG • 1 Player • GT Interactive • Rumble • \$99.95

This RPG is almost certainly aimed at the youngest N64 gamers. Simple combat that borders on boring, a story that lacks interest and intriguing characters and an impressive 3D engine that's bugged with glitches and annoying faults reduce Holy Magic Century to

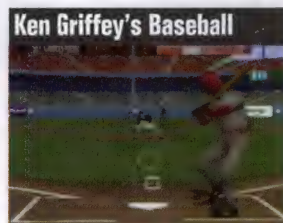
a game that will only please die-hard N64 RPG fans who just couldn't wait for Zelda.



**Int. Superstar Soccer '98**

Graphics 4.5 • Sound 4 • Overall 9  
Gameplay 4.5  
Soccer • 1-4 Players • Nintendo Rumble • \$79.95

Not as great an upgrade as many people may have wanted. Still, it has improved visuals, gameplay and sound and easily stands as the best soccer game on the N64. Team edit and player creation make up for no World Cup licence.



**Ken Griffey's Baseball**

Graphics 2 • Sound 3 • Overall 6  
Gameplay 2  
Baseball • 1-4 Players • Nintendo Rumble • Price TBA

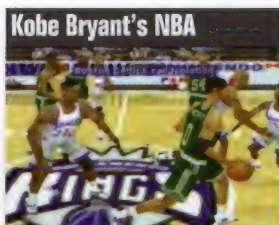
The long awaited Nintendo baseball game falls behind All Star Baseball '99 in every single area. Washed out, lifeless graphics and simple, unrealistic baseball gameplay make this a game that should be passed up at every opportunity. Get All Stars instead!



**Knife Edge**

Graphics 1 • Sound 2 • Overall 3  
Gameplay 1  
Shooter • 1-4 Players • Acclaim Rumble • \$99.95

• The N64's first gun game is a huge disappointment. The game consists of moving a cursor around the screen and blasting predictable formations of alien ships. You have no control over your actual ship and the game gets mind-numbingly boring in about 5 seconds. To top it off, there isn't even a gun available yet which makes this game about as useful as a plot in a Sylvester Stallone movie.



**Kobe Bryant's NBA**

Graphics 4 • Sound 3.5 • Overall 8  
Gameplay 4  
3D Basketball • 1-2 Players  
Nintendo • Rumble • \$99.95

• A nice looking 3D basketball game that has smooth animation and a near faultless graphical appearance. The gameplay's a little on the slow side, but the large amount of options and the multiplayer game more than make up for this.



**Lylat Wars**

Graphics 3.5 • Sound 3.5 • Overall 9  
Gameplay 3  
3D shoot 'em up • 1-4 Players  
Nintendo • Rumble • \$99.95

• As a shoot 'em up, Lylat Wars is a fairly good mix of action that tries to liven up a tired old genre. The graphics are quite good, although a little sparse and lacking detail in places. Four player games are good fun, if not a little behind the standard in Mario Kart and Goldeneye. With

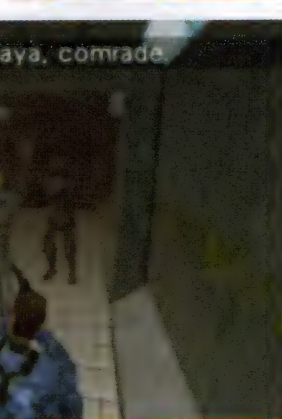


**Mario Kart 64**

Graphics 4 • Sound 3 • Gameplay 4 • Overall 9  
Racing • 1-4 Players • Nintendo • No Rumble • \$49.95

• A rather basic single player mode is held together by great music, excellent 3D graphics, flawless control and those cutsey Mario characters. Plug in an extra pad and Mario Kart becomes an all time favourite on the N64. Its addictive gameplay will be the cause of many sickies from work and school. At \$49.95 it's an essential purchase!

a Rumble Pak strapped together with the game, Lylat Wars is really terrific value for the price.



**Goldeneye**

Graphics 4 • Sound 4 • Gameplay 4.5 • Overall 9.5  
3D First Person Shooter • 1-4 Players • Nintendo • Rumble • \$49.95

• The ultimate spy-guy game. Sneak around killing secret agents and infiltrating hidden enemy headquarters in a game that really puts you in the world of espionage. Great, powerful weapons really give a sense of impact, and the graphics are so realistic you really believe that you've become a secret agent! The mutli-play mode is one of the finest on the N64 and will be the cause of many late nights! A must at \$49.95!

**Mace: The Dark Age**

Graphics 3.5 • Sound 3.5 • Overall 8  
Gameplay 3.5  
3D Fighter • 1-2 Players  
GT Interactive • No Rumble • \$99.95

• As an excellent conversion of the arcade game, Mace has some of the best visuals on the N64, although the game has problems with the animation of the fighters. The combo system is a little lacking but the gore in the game more than makes up for this. Dice and slice limbs and heads off to your heart's delight - oh yeah!

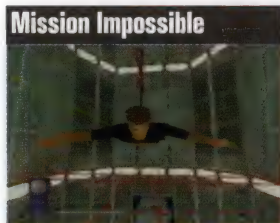


**Madden '99**

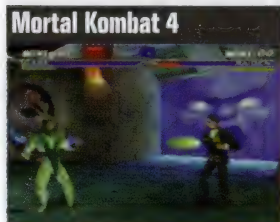
Graphics 4 • Sound 2 • Overall 8  
Gameplay 3.5  
American Football • 1-2 Players  
Electronic Arts • Rumble • \$99.95

• The latest game in the Madden series has added a number of improvements to the franchise. The graphics are high resolution and look much sharper, even if they aren't as impressive as Quarterback's. The detail and range of gameplay options are so extensive that simulation fans will be in paradise. However, the game's complexity will no doubt put off beginner sports fans.





**Mission Impossible**  
Graphics 4 • Sound 4  
Gameplay 4 **Overall 8.5**  
3D Shooter/Spy Sim • 1 Player • Nintendo • No Rumble • \$99.95  
• Super-spy game that borrows ideas from Goldeneye and adds some real great ones of its own. A good deal of variety in its missions, but MI just doesn't sit together as well as Goldeneye in its single player game. On top of that, MI has no multiplayer mode, which makes it a questionable purchase for Goldeneye fans looking for more.



**Mortal Kombat 4**  
Graphics 4 • Sound 3.5  
Gameplay 4 **Overall 8.5**  
GT Interactive • Rumble • \$99.95  
• MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64. Fluid 60 frames per second graphics and fighting action that moves at lightning speed make this game very impressive visually. The huge amount of characters and combos will keep even the hardest fighting game freaks happy for months.



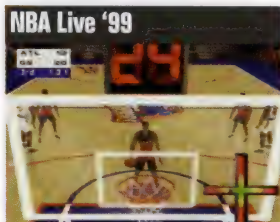
**Mystical Ninja**  
Graphics 3.5 • Sound 3  
Gameplay 3.5 **Overall 7.5**  
Action/Adventure • 1 Player • GT Interactive • No Rumble • \$99.95  
• A decent role playing game whose plot may be a little too 'Japanese' for Australian gamers. You take control of four different characters and go on a quest to stop the evil Warlord who's corrupting Japan with western culture, like McDonalds. Good ideas in its gameplay, but only seasoned RPG fans would like this. A good rental game for a rainy weekend!



**Nascar '99**  
Graphics 3.5 • Sound 1.5  
Gameplay 3 **Overall 6.5**  
Racing • 1-2 Players • ElectronicArts Rumble • \$99.95  
Despite the fact that most of Nascar's gameplay involves simply turning left at every corner (as most of the tracks are ovals), Nascar '99 is a reasonable attempt at Daytona USA for the N64. The two player mode is fun, while the one player mode has a good deal of options to stretch some life out of this average racing game. It's no Lamborghini 64 or Top Gear Rally, but real racing fans will find something of interest here.



**NBA Jam '99**  
Graphics 4 • Sound 3.5  
Gameplay 3.5 **Overall 8**  
2D Basketball • 1-2 Players • Roadshow Rumble • \$99.95  
• This game continues Acclaim's tradition of sports titles with stunning high resolution visuals and realistic gameplay with a wealth of options and staggering attention to detail. NBA Jam '99 is the best basketball game on the N64 but fans of the original NBA Jam series should be warned that Jam '99 has moved away from insane stunts and is now a more realistic basketball game. Still, the game is highly enjoyable.

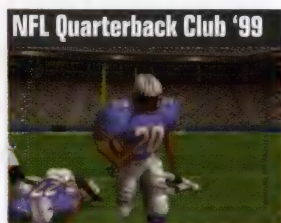


**NBA Live '99**  
Graphics 3.5 • Sound 3  
Gameplay 4 **Overall 8.5**  
2D Basketball • 1-4 Players • Electronic Arts • Rumble • \$99.95  
EA are getting into high gear now. NBA Live '99 is their latest and possibly greatest effort. The game combines the realism of a detailed simulation, with the thrills and spills of arcade gameplay, so that everyone gets what they want. The game may not

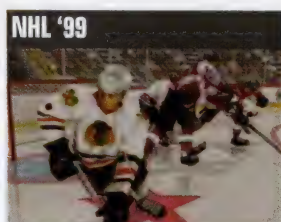
have the stunning visuals of NBA Jam '99 but it's a much more satisfying basketball game that will please the fans.



**NFL Blitz**  
Graphics 4.5 • Sound 4  
Gameplay 4 **Overall 8.5**  
Football • 1-2 Players • GT Interactive Rumble • \$99.95  
What is basically the NBA Jam of American football games, NFL Blitz is a fast, furious game that will appeal to those who find most NFL games too complex to get involved with. Blitz has smooth, lovely visuals and hard-hitting gameplay but its overly simple gameplay could be its only real fault. Sim fans may be a little bored with this game all too soon, but others will no doubt find Blitz one of the best sports games on the N64.



**NFL Quarterback Club '99**  
Graphics 5 • Sound 4  
Gameplay 2.5 **Overall 9**  
Football • 1-4 Players • Roadshow Rumble • \$99.95  
• Edging Madden aside as the Ultimate NFL game, Quarterback '99 has it all. High res visuals at smooth frame-rates, excellent commentary and sound and top-notch gameplay. This is as good as it gets, but again like Madden, Quarterback will have beginners scratching their heads as this game aims to be a sim more than an arcade game. If you're a sports fan, this game is worth getting for the visuals alone.



**NHL '99**  
Graphics 4 • Sound 2.5  
Gameplay 3.5 **Overall 8.5**  
Hockey • 1-4 Players • Electronic Arts • Rumble • \$99.95  
• After their disappointing soc-

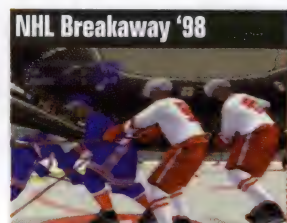


**San Francisco Rush**  
Graphics 4 • Sound 3 • Gameplay 4 **Overall 9**  
Racing • 1-2 Players • GT Interactive • Rumble • \$99.95  
• An excellent new theme on racing (driving over buildings instead of around them) and a great graphics engine make this one of the best racing games on the N64. You'll be at it for ages trying to find the most insane jumps and shortcuts, while the two-player game will create plenty of rivalry between friends.

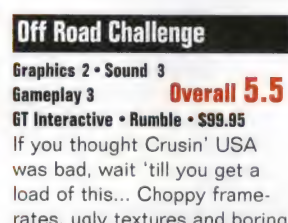
cer titles, EA have made a much better effort on their first hockey game. In fact this is easily the best hockey game on the N64. It has all the options and plays you could ever hope for, plus the gameplay is simple enough for inexperienced players to get into. Throw in super smooth high-res graphics and you've got a hot hockey title.



**NHL Breakaway '99**  
Graphics 3 • Sound 2.5  
Gameplay 3 **Overall 8.5**  
3D Hockey • 1-4 Players • Acclaim Rumble • \$99.95  
• Anyone who has NHL Breakaway may want to purchase this game if all they are after is some new box art. In a game that totally goes against Iguana's usual standard, NHL Breakaway '99 is basically a carbon copy of last year's efforts. Even worse is the fact that it's been totally bettered by EA's NHL '99 in graphics gameplay and sound.



**Off Road Challenge**  
Graphics 2 • Sound 3  
Gameplay 3 **Overall 5.5**  
GT Interactive • Rumble • \$99.95  
If you thought Crusin' USA was bad, wait 'till you get a load of this... Choppy frame-rates, ugly textures and boring tracks combine to make this a really forgettable racing game. The cars' controls aren't all that bad really, it's just that the game's graphics really turn you off. Rent it if you must, but you'd have to be a die-hard racing fan to get much out of this game.



**Quake 64**  
Graphics 4 • Sound 2  
Gameplay 4.5 **Overall 8.5**



## Shooter • 1-2 Player • GT Interactive Rumble • \$99.95

• The monster PC hit arrives on the N64, a little ragged around the edges, but still a highly playable conversion. The sound and graphics provide great atmosphere, although the 2 player mode really sucks. It's long, hard and addictive, so you'll be stuck at it for weeks until you have fragged every monster. It may not be up to the standards of games like Goldeneye but if you're after another shooter, try this.

## Penny Racers



## Graphics 3 • Sound 2 Gameplay 3 Overall 7

**Driving • 1-4 Players**  
**GT Interactive • Rumble • \$99.95**  
 • Penny Racers comes off as a real Mario Kart rip off, but it still has some good points about its gameplay that make it worth a look. The ability to build your car up and the additional track editor which you can use to create and save your own tracks make this a game that is definitely worth a rental and maybe a purchase for fans of its genre.



## Super Mario 64

## Graphics 5 • Sound 4.5 • Gameplay 5 Overall 10

**3D Platform • 1 Player • Nintendo • NoRumble • \$49.95**  
 • I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!

## Pilotwings 64



## Graphics 4 • Sound 3 Gameplay 4.5 Overall 8.5

**Flight Sim • 1 Player**  
**Nintendo • NoRumble • \$99.95**  
 • Plays and looks just like the real thing (even if the frame-rate is a bit jerky at times), and provides you with a real sense of immersion. You'll spend plenty of time exploring the huge maps, and gasping at the effects stuffed in. This one has the goods to convert anyone into a flight freak. Just a pity there weren't more vehicles.

## Rakuga Kids



## Graphics 4 • Sound 4.5 Gameplay 3 Overall 8

**Fighting • 1-2 Players**  
**GT Interactive • Rumble • \$99.95**  
 • Rakuga Kids never pretends to be a serious fighter. It has special moves like one where one guy makes a phone box appear, orders a pizza, then

laughs as the delivery boy bowls you over with his motorcycle. The characters are a bizarre bunch of cartoon creations but there's decent fighting underneath its cute exterior for those less-serious fighting game fans to enjoy.

## Rogue Squadron



## Graphics 4.5 • Sound 5 Gameplay 4 Overall 8.5

**Shoot 'em up • 1 Player**  
**Ubi Soft • Rumble • \$99.95**  
 • Smooth visuals that look awesome with the aid of the 4Mb ram pak, great shoot 'em up gameplay with plenty of different missions and the chance to be Luke Skywalker for a day round out one of the best games for the N64 in 1998. Excellent sound effects and brilliant music add to create an awesome cinematic experience as well. The lack of a multiplayer mode does hurt the game a little, but it's still highly recommended gaming stuff!

## SCARS



## Graphics 3.5 • Sound 2 Gameplay 3.5 Overall 7.5

**3D Shooting/Platform • 1-4 Player**  
**Ubi Soft • Rumble • \$99.95**  
 • S.C.A.R.S.'s biggest asset is its multiplayer mode. Four players screaming around the tracks blasting the crap out of each other is really quite fun. The problem is that the single-player game is a bit of a disappointment because of its simple gameplay and cheap computer opponents. Mario Kart and Diddy Kong do offer better multiplayer fun. Still check it out.

## Shadows of the Empire



## Graphics 2.5 • Sound 3 Gameplay 2.5 Overall 6



## Turok 2

## Graphics 4 • Sound 3.5 • Gameplay 4.5 Overall 9.5

**Jet Ski Racing • 1-2 Players • Nintendo • NoRumble • \$99.95**  
 • Turok 2 has finally arrived and it's incredible. It features: huge levels chock full of stunning scenery; beautiful high resolution graphics; amazing weapons with jaw-dropping special effects; a great variety of vicious dinosaurs; sophisticated artificial intelligence and a brilliant multiplayer deathmatch. Most importantly though, it's a highly enjoyable and compelling game that simply demands purchase.

## 3D Shooting/Platform • 1 Player Nintendo • NoRumble • \$79.95

• A total shame and 'blasphemy' to the name of Star Wars, Shadows has some of the dodgiest gameplay yet seen on the N64. With a mix of shoot 'em up, doom-style and flight-sim gameplay, Shadows tries to be many games but succeeds at none. Although great fun for the little ones, Shadows is not recommended for experienced gamers.

## Spacestation Silicon Valley



## Graphics 4 • Sound 3 Gameplay 4 Overall 9

**3D Shooting/Platform • 1 Player**  
**Directsoft • Rumble • \$99.95**  
 • This game won't stun you with its graphics but its original and addictive gameplay will grab you. Taking control of a little microchip that wanders around a huge spacestation, you must complete tricky puzzles by taking control of over fifty different animals in a range of environments. The game gets quite difficult but if you've got the patience and skill, there's a lot to like here.

## Starshot



## Graphics 2.5 • Sound 2.5 Gameplay 2.5 Overall 7

## 3D Shooting/Platform • 1 Player Roadshow • NoRumble • \$79.95

• Infogrames have put a lot of imaginative and interesting ideas into this futuristic platformer. You take the role of a juggler in an intergalactic circus as he explores strange new alien worlds. Unfortunately, a low frame-rate, awkward camera angles and some really unforgiving gameplay elements make this game a frustrating experience. Stick with renting, if you can.

## Top Gear Overdrive



## Graphics 4 • Sound 3 Gameplay 3.5 Overall 8.5

## Racing • 1-4 Players • Nintendo Rumble • \$99.95

• As a sequel to Top Gear Rally, Top Gear Overdrive sadly



retains many of the original's faults. These mostly centred around the difficulty of controlling the faster cars in the game. On the positive side, though, is that the game has a large number of tracks that are beautifully drawn at smooth frame rates. Also, the multiplayer game is one of the best on the system and good enough reason to purchase the game for.



**Top Gear Rally**  
Graphics 3.5 • Sound 3.5  
Gameplay 4 **Overall 8.5**  
Racing • 1-2 Players • Nintendo Rumble • \$79.95

• TGR's graphics are some of the best on the system for a racing game, with gameplay that realistically recreates rally driving on the N64. Troubles do arise with the car's control later in the game when you get a hold of faster cars, but it's still easily one of the best rally games on any system. Those looking for great multiplay may be disappointed though.

## Turok Dinosaur Hunter

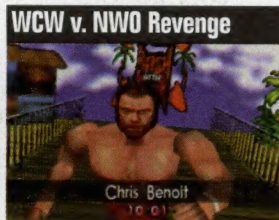
Graphics 3.5 • Sound 3.5  
Gameplay 4 **Overall 8.5**  
3D First Person Shooter • 1 Player  
Roadshow • No Rumble • \$99.95

• Kick dinosaurs' asses all the way through huge levels that are larger than anything else on a home console. The weapons in the game are arguably the best ever seen, with huge nuclear mushroom cloud effects that envelop the whole screen and make you wonder how anything survived. The game's only problems are its dreaded fog and rather limited colour palette. A game that's highly recommended.



**V-Rally**  
Graphics 3.5 • Sound 3.5  
Gameplay 3.5 **Overall 8**  
Racing • 1-2 Players  
Nintendo • Rumble • \$99.95  
• V-Rally will be a wet dream come true for rally fans. The game provides players with a

staggering amount of tracks that take you all over the world and it has a realistic driving engine that simulates the physics models of the real cars perfectly. This realism may be a bit frustrating for some players as crashes can be hard to avoid, but patient drivers will find a rewarding game in V-Rally.



**WCW v. NWO Revenge**  
Graphics 3 • Sound 3.5  
Gameplay 4 **Overall 8.5**  
Wrestling • 1-4 Players  
GT Interactive • Rumble • \$99.95

• Everything has been improved for this sequel. The characters have incredible animations and look much beefier. There are over 60 different wrestlers to choose from with unique moves, there's also a character creation mode and the four player wrestling fest is heaps of fun. However, there aren't enough enhancements to justify purchase for owners of the original.



**Wave Race 64**  
Graphics 4 • Sound 3.5 •  
Gameplay 4.5 **Overall 9**

**Jet Ski Racing • 1-2 Players • Nintendo • No Rumble • \$99.95**  
• It may have borders and be a tad on the jerky side frame-rate wise, but Wave Race has some of the nicest effects and most realistic controls in any racer on the N64. The water effects will stop you in your tracks and make you gasp, as will the courses, the way the jet ski handles and the attention to detail in the game is impressive. If you love racing games, then check it out.



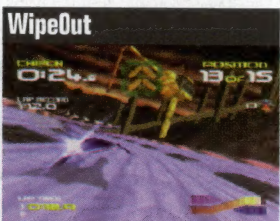
**Wailaee Golf**  
Graphics 2 • Sound 2  
Gameplay 2.5 **Overall 6**  
Golf • 1-4 Players  
Nintendo • No Rumble • \$79.95

• A rather nice, playable golf game hidden under some ugly 2 Dimensional 'cardboard cut-out' scenery. One look at Wailaee and you'll wonder why the graphics programmers didn't do more. Golf fans will love it, but the fact that the game only has one course with 18 holes means that it will test even the greatest golf lover's attention span.



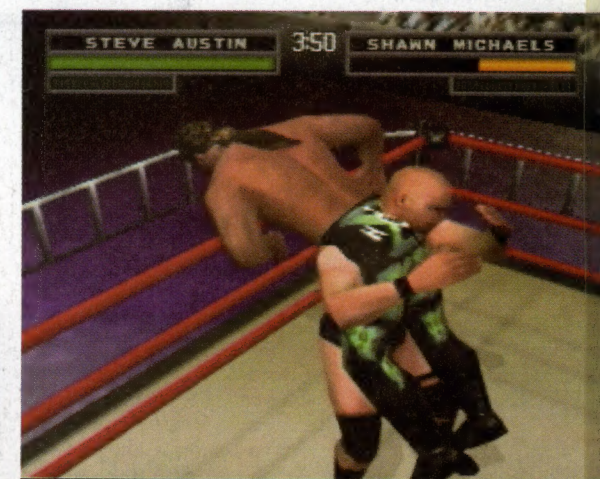
**Wetrix**  
Graphics 3.5 • Sound 4.5 •  
Gameplay 3.5 **Overall 8**  
Puzzle • 1-2 Players • Roadshow  
No Rumble • \$99.95

• A great idea and spin off of the old 'Tetris' theme come alive with excellent graphics and brilliant sound. The water effects look as good as those in Wave Race, and the puzzle action is addictive and tough. A training mode is there for beginners and makes it a well balanced puzzle game.



**WipeOut**  
Graphics 3.5 • Sound 4  
Gameplay 4 **Overall 8.5**  
Racing • 1-4 Players • Playcorp  
Rumble • \$99.95

An almost perfect conversion of an excellent racing game originally seen on the Playstation. WipeOut has fast, furious gameplay with craft that travel at insane speed, wield awesome weapons, with the combination of both making a totally addictive and entertaining game. WipeOut's only faults are its lack of tracks (7) and that the tracks' design and the game's graphics and gameplay have been bettered by Nintendo's recent F-Zero X. Fans of the original will no doubt find the game an essential purchase.



**WWF Warzone**  
Graphics 4.5 • Sound 4 • Gameplay 4 **Overall 9**  
Wrestling • 1-4 Players  
Roadshow • Rumble • Price: \$99.95

Arguably the best visuals ever on the N64 make this game worth purchasing for its graphics alone. A huge amount of options and game modes, excellent sound effects and music, plus the game's brilliant character creation options make this a game that will even appeal to those who don't really like wrestling.

Graphics 3.5 • Sound 4  
Gameplay 3.5 **Overall 8.5**  
Soccer • 1-4 Players • Electronic Arts  
Rumble • \$99.95

This installment in the FIFA series nearly knocks ISS64 off its perch as the best soccer game on the N64. The graphics are good, but not quite smooth enough, while the animation is some of the best seen in a soccer game. The control is very good as well, but the music is way better than ISS64. Pick World Cup '98 for its license and music or International Superstar Soccer 64 for its control and gameplay. Both have their merits.

## Wrecking Balls

Graphics 3.5 • Sound 4  
Gameplay 3 **Overall 6.5**  
Roadshow • Rumble  
• \$99.95

Wrecking Balls turns out to be a racing game with a unique twist to it - you're a bouncing ball that has to make his way along and up platforms to the very top of each level. The game has a combat element in it as well, but the ideas just don't seem to come off that well. Try renting the game for a weekend to be sure you like it before you buy.

## Yoshi's Story

Graphics 4 • Sound 4  
Gameplay 3.5 **Overall 8.5**  
2D Platformer • 1 Player • Nintendo

**No Rumble • \$99.95**  
Great, dynamic and highly impressive 2D visuals hide a severe lack of length and challenge in this game. The game just isn't long or hard enough for seasoned gamers, and while young ones will love it, the older gamers should really look elsewhere. A bit disappointing considering N's recent history with 2D games. Great music though... Yeeeeeaaahhhh...



**Zelda 64**  
Graphics 4 • Sound 4  
Gameplay 5 **Overall 9.5**  
RPG • 1 Player • Nintendo  
Rumble • \$99.95

The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.



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